

GURPS[®] Space

SPACE ATLAS 4

Adventure on the Fringes of the Galaxy

*By David Pulver
and Stephen Dedman*

STEVE JACKSON GAMES

A. D. Williams

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Adventure on the Fringes of the Galaxy

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INTRODUCTION

This book describes the war-torn Phoenix Sector and the chaotic Saga Sector, both of which lie on the fringes of the Orion arm. Forty-seven worlds are described in 49 star systems, including a populated asteroid belt and the mysterious Phoenix Nebula. Beyond these sectors lies the Gunningagap, a 2,000-parsec void that separates the galaxy's Orion and Perseus arms.

This material is designed to fit into any interstellar campaign. The sectors can be used together, worlds and systems added or removed, or the sectors used as separate units. If the GM wishes, whole societies and races can be lifted from these sectors and used to populate an existing campaign. Anything is possible.

Format

Each planetary listing provides detailed information on the world, along with general information about its star and the other planets in the system. The GM may further develop the individual systems, generating details of the other planets — their physical details, native life if any, and so on.

Within each sector, the systems are listed in alphabetical order by the names of the *worlds*. Terminology is as defined in the *Stars and Worlds* section of *GURPS Space*. All stars are main sequence unless otherwise indicated. Star class *and* subtype are given; a star listed, for instance, as “G3 V” is a type G star, subtype 3, of class V (main sequence).

The planetary record pages contain the information that would be available to spacefarers — for example, in a standard database. Secrets (hidden bases, etc.) may be mentioned in the GM's text description — but *not* on the record sheet. Thus, the record sheets may be photocopied and given to the players.

In some cases, information about a world should be “semi-secret.” In this case, both the official and the true versions are given, with the true version in italics. Unless the PCs have access to classified databases, the GM should white out the true versions of the data before giving copies to the players.

Combining Phoenix and Saga Sectors

If both sectors are used, the GM may want a political background that combines Saga's chaos with Phoenix's struggling powers. Here are two ideas:

Expansion

In this scenario, the Saga Sector is the frontier of both the Federation and the Domain's exploration and colonization. Neither group has actual control of more than two or three planets in the sector, but their influence is growing. The Ilshani Domination is aware of the expansion, but is treating it with indifference, perhaps hoping that the effort of the conversion or colonization of Saga worlds will weaken one of the governments enough so that it can be overpowered.

Deserted Worlds

The Saga Sector is a group of worlds that, through guerrilla action, canny economic dealings and devious subterfuge, successfully won their freedom from the Federation and the Domain. But with their freedom, the sector worlds got chaos. Both governments pulled their forces and institutions completely out of the sector and left it to the individual planets to develop a viable system. The Welbefallen Theocracy and Goliath Weaponry are both vying for enough power to gain control of the sector.

About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Roleplayer. This bimonthly magazine includes new rules, variants, new races, beasts, information on upcoming releases, scenario ideas and more. Ask your game retailer, or write for subscription information.

New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

Errata. Everyone makes mistakes, including us — but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

BBS. For those of you who have computers, SJ Games operates a BBS with discussion areas for several games, including *GURPS*. Much of the playtest feedback for new products comes from the BBS. It's up 24 hours a day at 512-447-4449, at 300, 1200 or 2400 baud. Give us a call!

Tech Levels

We have assumed that the base Tech Level of the campaign is 10. If your campaign has a different TL, you can scale the TLs given accordingly. If a world has a low general TL but imported higher-tech equipment can still be bought there, though not built or repaired, the higher TL will be listed in parenthesis. TL9 (10) means that a TL9 world has some TL10 equipment available — usually at higher prices.

PHOENIX SECTOR

This section describes the worlds of the Federation and its enemies, the feudal Phoenix Domain and the alien Ilshani Domination. Twenty-five systems linked by a common theme and setting are described — 23 worlds, a populated asteroid belt, and the mysterious Phoenix Nebula. This material is designed to work in conjunction with the Saga Sector. Maps are provided on pp. 15-17 so that the sectors can be combined or used as individual units. Other worlds of the GM's design may be added as well. The GM can also choose single worlds — or whole societies — and fit them into his campaign.

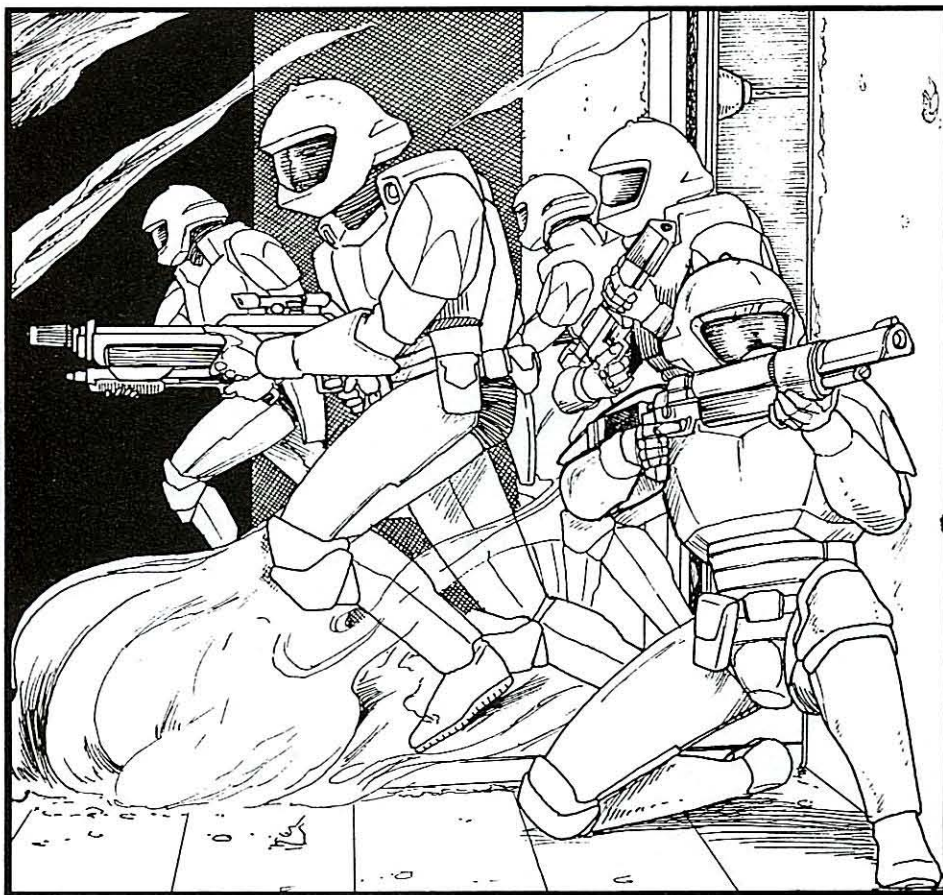


Sector Information

The Phoenix Sector is the meeting place of two expansionist interstellar nations, the Federation and the Phoenix Domain. The Federation is a peaceful democracy, but it maintains armed forces for self-defense. The Domain is a militaristic feudal empire. Piracy, crime and adventure flourish in the disputed border systems while diplomats and intelligence agents struggle for neutral worlds. So far, a fragile balance of power has prevented all-out war, but a power has arisen that threatens both sides — the alien Ilshani Domination!

Alternate Backgrounds

The Phoenix Sector is designed to be used with a variety of existing backgrounds — Anarchy, Alliance, Corporate State, Federation or Empire. Following are several possibilities to help the GM situate the sector in his campaign. The extent of the Ilshani Domination's territory beyond the Phoenix Nebula has *not* been specified — the GM will have to determine the size of the Domination and whether it poses a threat only to the Phoenix Sector, or to the whole of human space.



Anarchy

The Phoenix Sector is exactly as presented — two competing interstellar societies locked in conflict, both menaced by a mysterious alien race. Whether the Domain or Federation possess territory or contacts extending beyond this sector is up to the GM.

World Maps

The world maps use the system given in *GURPS Space* — an “equal-area icosahedral” projection. Each hex represents the same amount of space. The size of a hex depends on the size of the planet. Multiply the world's diameter by .07 to determine the distance across one hex.

Unless specified otherwise, the north pole is at the top of the map, in the hex formed by the jointing of the five points. Because this tends to splinter the polar areas, a circular area centered on the North Pole is also shown at the top of the map, and an area centered on the South Pole is shown at the bottom. The zero meridian line and the equator are shown as dashed lines. Lighter dashed lines connect hexes that are divided on the map. If the map were cut out, and folded up, it would form a 20-sided “globe.”

Specific points of interest are shown by a letter, keyed to text. Note that if (for instance) a town and starport symbol appear in adjacent hexes, the starport is actually in the town hex unless the description says otherwise.

Map Key

This key shows suggested colors, for those making their own maps, and standard black and white symbols.

Ocean:	
Dark blue	
Freshwater Sea:	
Light blue	
Marsh/Swamp:	
Yellow-green	
Plain/Steppe:	
Light green	
Icy/Barren:	
White	
Mountain/Volcanic:	
Dark brown	
Hilly/Rough:	
Light brown	
Forest/Jungle:	
Dark green	
Desert/Barren:	
Rust-red	
Urban/Populated:	
Crosshatched lines	
Major city	
Capital	
Restricted area	
Important starport	

Languages

The most common language of the Phoenix Sector is Amerish (American English). The Ilshani and D'ken both speak the Malikithi tongue, but their dialects have diverged somewhat, making speakers of the D'ken dialect -1 to understand Ilshani. The Malikithi language is Mental/Hard for humans to learn. Other languages commonly spoken in the sector are Ja'nese (on Fiobrachne) and Russian. Nexa, Garuda and Kinski, the Saga Sector's Troika races, each have their own languages that they speak among themselves, but most Troikans know Amerish and many Kinski speak Russian.

Animal Descriptions

Where detailed descriptions of animals are given, they follow the format of the *GURPS Bestiary*. Most of the headings are self-explanatory. Size refers to size in hexes. Habitats are abbreviated as follows:

A = Arctic.
D = Desert.
F = Forest.
FW = Fresh Water Aquatic.
J = Jungle.
M = Mountain.
P = Plains.
S = Swamp.
SUB = Subterranean.
SW = Salt-Water Aquatic.

* means a special ability or attack.

indicates exceptions to a given entry

— see text.

World Affiliations

The planet affiliations in the Phoenix Sector can be confusing; some worlds are under Federation control, some belong the Phoenix Domain and others are independent. Following is a list of the different governments in the sector and their respective worlds.

Federation Worlds

Achamandra (p. 20)

Avatar (p. 22)

Azrael (p. 24)

Beehive (jointly

run by Federation

and Domain, p. 26)

Chelsea (p. 30)

Colossus (p. 32)

Cornwall (p. 34)

Lungold (p. 42)

Medusa (p. 44)

Monolith (p. 46)

Rhad (p. 52)

Sunrise (p. 58)

Domain Worlds

Beehive (jointly

run by Federation

and Domain, p. 26)

Cenotaph (p. 28)

Enlas-Dhu (p. 36)

Estremerine (p. 38)

Shiva (p. 56)

Tara (p. 60)

Timos (p. 62)

Winterjewel (p. 66)

Independent Worlds

Abbadon (p. 18)

Fiobrachne (p. 40)

Moonjam (p. 48)

Sheol (p. 54)

Videga (p. 64)

Alliance

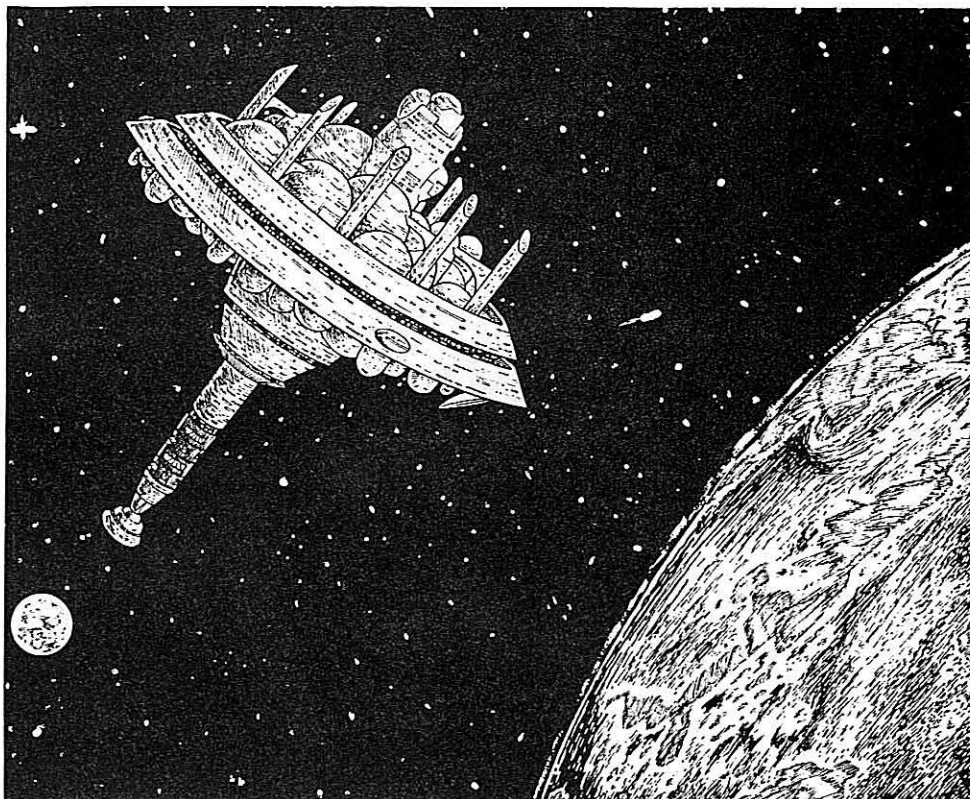
Both the Federation and Domain are competing power blocs within a larger Alliance. The Federation is composed of worlds that have voluntarily agreed to abide by the Federation Charter; the Domain is formed from systems conquered or colonized by Enlas-Dhu. Both blocs represent centralizing tendencies within the Alliance — the Federation toward democracy, the Domain toward empire — and so far the majority of Alliance worlds have remained uncommitted. In the event of a major war or an Ilshani invasion, the Alliance Council may decide to intervene. Or it might not, especially if the unaligned worlds wish to see both power blocs weakened by war . . .

Federation

Rather than an independent nation, the Federation worlds belong to a troubled frontier sector within a larger interstellar democracy (this works well when the sector is combined with the Saga Sector). Arafel Kenshiya is the Sector Governor rather than the President. The two major political parties may be Federation-wide, but unless human genetic engineering is common in the campaign, the Human League, a radical anti-gene manipulation group (see p. 8), is restricted to the Phoenix Sector. The Domain could be the border province of a neighboring hostile empire, or a small independent state, capable of menacing the Phoenix Sector only if the bulk of the Federal Navy is diverted by a crisis on a distant frontier.

Corporate State

The Federation has so far used its Special Justice Group to remain free of corporate domination. But it's only a matter of time . . . Some of the competing political parties within the Federation are receiving covert campaign funds from giant corporations. One large multistellar is providing military and financial aid to the Phoenix Domain in exchange for favored access to markets — and a secret promise that when its Duke conquers the Federation he will open the entire sector to unrestrained corporate expansion!



Imperial Galaxy

The Domain and the Federation are feuding client states on the fringes of the Empire, each supported by rival factions within the Imperial Court. The Emperor tolerates their existence, because they serve as a useful buffer zone against "barbarian" invaders like the Ilshani Domination. As Imperial clients, both the Federation and the Phoenix Domain can be called upon to provide military forces to fight in the Empire's wars — an interesting adventure for someone serving in the Federation Navy, especially if he must fight alongside his Domain rivals for the glory of the Emperor.

Federation Society

The Federation is a union of worlds governed by a centralized and democratically-elected administration through an extensive bureaucracy. Its constitution — the Federation Charter — gives the central government predominance over its member worlds. When a planet joins the Federation, it must abide by the Charter, which means giving up much of its sovereignty. A Federation citizen is not a citizen of a single world but of the Federation as a whole.

In practice, most citizens remain on one world all their lives, but with exposure to the same Federation-wide media and the sense of participating in a single star-spanning government, many people, especially on more cosmopolitan worlds like Achamandra and Rhad, think of themselves as Federation citizens first. As the same laws and political institutions are everywhere and a citizen is free to live and work on whatever world he can travel to, the people of the Federation are more homogeneous (and perhaps more tolerant) than those of other interstellar societies.

Federal Government

The powers of the Federal government are divided between executive, legislative and judicial branches — the Presidency, the Senate and the High Court. If the Federation is not much larger than the dozen worlds described in this section, then the Federal capitol is on Achamandra and there is only one level of interstellar government. If it includes the Saga Sector, the sectors will each have their own elected Governor and Sector Legislature. While a sector government has considerable responsibility for regional affairs, it is ultimately subordinate to the Federal government. Should the GM decide to have a multi-sector Federation, Achamandra becomes the Phoenix Sector capitol and Arafel Kenshiya the sector's Governor rather than President.

The Presidency and the Senate

The President is the chief executive, elected for a regular term in a Federation-wide election. The president is responsible for directing government policy, especially foreign relations, and administering the laws enacted by the legislature. He also appoints the heads of federal organizations such as the Interstellar Trade Commission and Federal Intelligence and acts as Commander-in-Chief of the Federation's armed forces.



Parahumans

Rather than expensively terraform uninhabitable worlds to fit colonists, the original settlers of the Phoenix Sector chose to genetically engineer settlers to their worlds, creating a group of variant human races known as "parahumans." The last parahuman project ended centuries ago but their living legacy still populates many worlds; the "floaters" of the Avatar asteroid belt, the water-breathing inhabitants of Medusa, and the tailed and furred Winterjewel parahumans all have thriving societies.

The Federation Charter guarantees equality among all citizens, regardless of race. Nevertheless, unmodified humans hold most top military and government positions and the Human League party has won seats campaigning against further genetic modification of humanity. Within the Domain, parahumans are often considered monsters or animals (-4 to all reaction rolls), and most normal Federation citizens think of them as freaks. As a result, many parahumans resent normal humanity, and unmodified humans may receive a cool reception on predominantly parahuman worlds. This works out to a -2 reaction modifier on both sides.

Avatar "Floaters"

The modified humans that populate Avatar System's two asteroid belts are very well-adapted for life in zero G. Avatarans live in hollowed-out asteroids that have been pressurized and terraformed. Their adaptations include 3-D Spatial Sense, innate Free Fall skill and legs that can bend on both directions with fine manipulators at the ends, essentially giving them two extra arms. They are taller than normal humans, but not as strong. They have also been designed to survive briefly in the vacuum of space through the use of extra muscle groups and nictating membranes. Point costs and more information on Avatarans can be found on p. 22.

Medusans

The inhabitants of the beautiful water-world of Medusa are amphibious parahumans, designed to live and thrive underwater. They have gills and can withstand pressures up to ten times more than unmodified humans. Like the Avatarans, they have nictating membranes, which allow them to see normally underwater. Unfortunately, traveling off-world is difficult for Medusans because they require specialized aquatic life-support. Additional information, including point costs, on Medusans can be found on p. 44.

Continued on next page . . .

Parahumans (Continued)

Winterfolk

The Winterfolk are the primitive inhabitants of an icy world in the Averness system, Winterjewel. These parahumans are comfortable in temperatures that normal humans would find unbearably cold. They are covered in silky white fur and have long prehensile tails, which they use to grasp and hold things. They also have claws to help them hunt. They are generally suspicious of off-worlders, especially those from the Phoenix Domain. See p. 66 for more information and point costs for Winterfolk characters.

The Political Scene

Three major political parties struggle for votes within the Federation — the libertarian Panhuman Alliance, the populist Federal Party and the special-interest Human League. The Panhuman Alliance seeks increased autonomy for each individual world's Planetary Legislatures, less regulation of commerce and a lowering of taxes by trimming the extensive federal bureaucracy. Their support comes from worlds like Rhad and Medusa whose independent-minded citizens have traditionally resented Federal "interference" and whose smaller populations give them less influence in the sector legislature. Under the leadership of Erin Silverwolf, the outspoken parahuman senator from Avatar, they won a slim majority of seats in the last sector election, wresting control from the rival Federal Party.

The Federalists believe a strong, centralized government is necessary to protect the rights of individual citizens from exploitation by multistellar corporations or planetary governments. They support "watchdog" organizations like the Special Justice Group and the ITC (see maintext); their backing comes from the ordinary citizens of high-population worlds, and those systems that rely on the Federation for economic aid or defense. The current President is Federalist Arafel Kenshiya of Azrael. She is considering bolstering her shaky support in the Senate through a devil's alliance with the Human League.

The Human League is a new single-issue party that wants to end human genetic manipulation. Some League supporters have been accused of advocating racist policies and engaging in acts of terrorism against corporations like Biotech Orion. Though many members are prejudiced against variant humans, some are genuinely concerned about the ethics of genetic tampering. Led by the fiery orator Senator Marjorie Celeste of Achamandra, the League has become a major force in Federal politics, its small number of seats often holding the balance of power in the Senate.

Phoenix Sector

The Senate is the Federation's legislative body, each world electing a number of senators proportionate to its population. Senators meet regularly at the Federal capital to vote on new legislation, set taxes, decide how the federal budget will be spent, and advise the president on foreign and domestic affairs.

Planetary Government

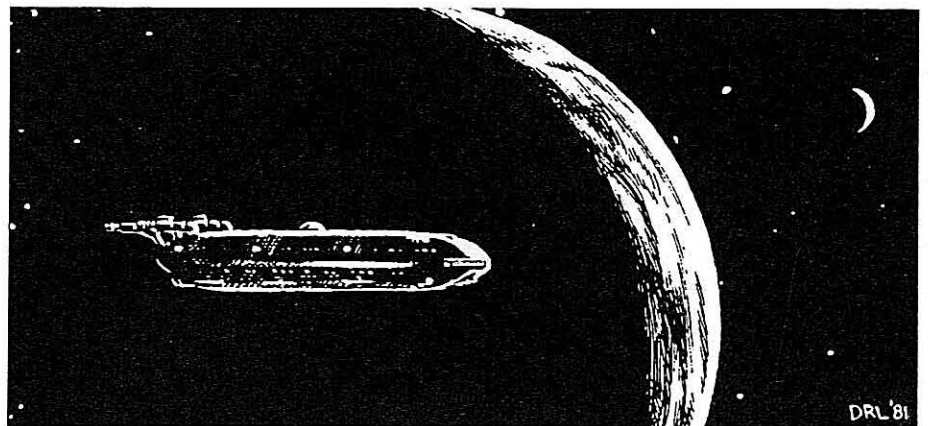
The Federation Charter requires that all member worlds possess democratic planetary legislatures. However, governments may range from constitutional monarchies to elected legislatures on the federal model to "Athenian democracies" in which electronic polling allows all citizens to vote on every action the "government" takes.

Law and Justice

Only one set of federal laws exists for the entire Federation. Their basis is the Federation Charter, which guarantees the rights and freedom of citizens anywhere within the Federation. Planetary (and sector) legislatures may pass their own by-laws, but these can be ruled unconstitutional and struck down by a federal court if they violate the Charter. Oppressive or discriminatory laws are strictly prohibited, and reported violations by planetary governments result in federal intervention and, if necessary, a visit from the Navy or Marines.

Planetary courts try local court cases, but the Federation High Court handles appeals, constitutional rulings and interplanetary disputes, and sends roving federal circuit judges (a good background career for a PC) to dispense justice in frontier areas or new colonies. Extradition of criminals is mandatory between Federation worlds if a fair trial can be guaranteed, otherwise the case is tried in a federal court; the Federation and the Domain have no extradition treaties with each other.

Most laws are enforced by local police, but starports and deep space are the jurisdiction of the Interstellar Patrol, which also handles cases crossing several systems. When on Federation worlds the Patrol is legally required to cooperate with local police forces — and vice versa. Criminal punishment includes fines or community service, rehabilitation therapy or, for particularly heinous crimes, death. If the death penalty is invoked, the Federation makes a braintape of the executed individual in case future evidence leads to a reopening of the case. Of course, all other braintapes of the criminal are hunted down and destroyed. This is not always successful, however . . .



Trade, Travel and the ITC

The Federation guarantees the right of its citizens to travel within its borders without restriction, although passports are required for visitors entering or leaving Federation territory, especially on the Domain border. Customs offices are operated in all starports in Federation space by agents of the Interstellar Trade

Commission (ITC) and the Patrol. The ITC establishes tariffs and duties to control imports that threaten member world economies and regularly inspects ships and passengers to prevent the import of harmful drugs, illegal weapons (all Legality Class 0 weapons are prohibited), and dangerous life forms. Since the disaster on Lungold (see p. 42), special care has been taken to prevent the spread of off-world diseases, and the mere rumor of plague can lead to weeks of quarantine.

The Federation makes a concerted effort to maintain open trade with worlds in the Saga Sector. However, if the Saga Sector worlds are aligned with the Phoenix Domain, tensions will be high and embargoes or trade restrictions may be placed on certain worlds at any time.

The Federation Military

Faced with the threat of the Phoenix Domain and Ilshani Domination, the Federation's citizens have elected to maintain strong military and paramilitary forces for self-defense. Federation military personnel are all volunteers, but in time of war, the Federation reserves the right to draft citizens into Planetary Guard units. Planetary governments may retain local defense forces but are *not* permitted to possess interstellar warships — these are restricted to the Federation Navy and the Patrol — though civilians and corporations may own armed vessels.

The Federation Navy

Guardians of a proud tradition that stretches back to the beginning of the Federation, the troops of the Federal Navy, in their traditional black and silver are respected by all. The navy is the backbone of the Federation's military, and it receives the lion's share of defense appropriations. The pride of the fleet are its squadrons of *Planet* class battleships, each named for a major Federation world, but the sleek and deadly *Vengeance* class destroyers and *Polaris* class patrol corvettes are more common. The fleet headquarters is at Watchtower in the Chelsea system, but smaller bases can be found on all major worlds. Naval squadrons are often seen exercising or patrolling in border systems like Azrael, or showing the flag on neutral worlds in disputed space. While the Patrol gets more action against pirates and smugglers, naval adventures may involve battles against Ilshani Starhunters in the Phoenix Nebula.

The Patrol

The Patrol's main adversaries are interstellar pirates, slavers and drug smuggling organizations like the Five Systems Cabal and Dark Lightning; however, much of its time is spent keeping law and order in seedy startowns or enforcing the mundane safety and customs regulations of the ITC. When a Patrolman throws the book at a delinquent free-trader, it's as much from frustration as anything else. The Patrol uses the same ships as the Navy, but has few vessels larger than destroyers. Individual Patrol officers wear modified naval uniforms with Patrol badges, and a regulation heavy blaster pistol in a quickdraw powerholster.

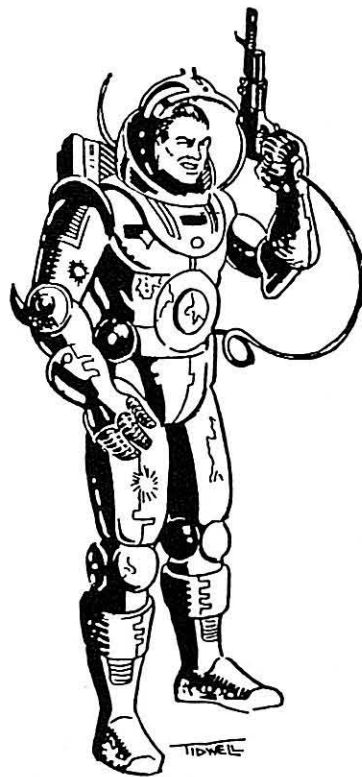
Some of the more weathered Patrolmen journey to the Saga Sector to enforce the loose laws of frontier space. They have been known to overstep their bounds when pursuing smugglers and gun runners into the Saga Sector, and have thus earned a reputation as ruffians and thugs.

The Planetary Guard

The only "national" armed forces permitted by the Federation Charter are the various Planetary Guard units, raised by individual worlds for local defense. They consist of ground troops, ships and aircraft, and some STL spacecraft, but

The Interstellar Marine Corps

The Federation's elite soldiers are made up of the tough and superbly trained men and women of the Corps. Although they regularly practice for commando raids and planetary assaults, they usually see action as ship's troops on Navy or Patrol vessels, and are expert in zero- and micro-G combat. Troopers wear battle-suits for planetary assaults, but are equipped with pressurized heavy combat armor and military x-ray laser rifles when serving on shipboard or guarding Federation embassies and naval bases. Save for the insignia, Marine uniforms are Navy black and silver, with a black beret instead of a cap.



The Federal Rangers

The Rangers are an independent paramilitary service fulfilling the diverse roles of sheriffs on newly colonized worlds like Beehive, elite special forces, and "muscle" on Survey expeditions. The Ranger uniform is a lightweight chameleon suit that constantly changes color to match the surrounding environment (see p. S47), and the famous slouch hat, also of chameleon material. More than any other Federal service, the Rangers actively recruit parahumans and aliens to take advantage of their unique talents and expertise, and Ranger teams often consist of a mix of human, parahuman and alien members.

Maps

On pp. 15-17 are star maps of the whole Phoenix Sector for use in different types of campaigns. All maps are drawn to standard scale — 1 parsec per square — but if worlds are closer or more distant in the campaign, the GM can change the scale.

With an ongoing campaign, the entire Phoenix Sector — along with the Saga Sector, described in the second half of this book — can be used as a unit. It can serve as the background of a whole campaign.

Normal Space Map

On p. 15 is a map of the Phoenix Sector for normal space travel, like warp drive or hyperdrive. No worlds are shown except for those named in the atlas. The GM may add navigational hazards appropriate to his own campaign.

Jumpline Map

On p. 16 is a map of the Phoenix Sector showing jumplines. We have assumed that jumplines more than 10 parsecs long are very rare.

This is for a campaign where ships use a jump drive that only works along jumplines. If jump *points* are used, the GM should use the map on p. 15 and add appropriate points.

Jumplines leading off the map can lead to the Saga Sector as shown, or to any sector in the GMs campaign. The GM should keep in mind that both the Phoenix and Saga Sectors are frontiers and will not be near sectors that are near Earth.

Because many inhabited worlds have no jumplines leading directly to other useful worlds, a number of extra “waystation” systems are shown on the map. These are shown by the star names, since none of their worlds are important, and are differentiated by parenthesis. If a waystation star has no planets, it is shown by an *. Waystation systems without an * have at least one gas giant, and at least one rockball where an emergency landing is possible.

Distance Table

On p. 17 is a table of the distances, in parsecs, between the 25 systems described in this section. It is generally the only “map” needed for hyperspace travel, and can be used in conjunction with either of the other two maps when figuring travel times.

no interstellar warships. The quality of Guard contingents varies greatly: the Chelsea Guard is well-armed and superbly trained, but others are weekend warriors equipped with obsolete weaponry. A stint in the Planetary Guard is good justification for giving an otherwise non-military PC some combat skills.

Federal Intelligence

The tasks of the Federation’s foreign intelligence agency include keeping the government reliably informed of events beyond its borders, and if necessary, using covert means to influence these events. Most of its operations involve gathering intelligence from agents or electronic listening posts on or beyond the Domain border, but “deniable” covert actions are run to support resistance movements on Domain worlds like Shiva or to nudge neutral systems like Videga into cooperating with Federation interests. With their intense curiosity, many D’ken in government service drift into Federal Intelligence (see *D’ken*, p. 14); the present head is a female D’ken, Ethicus Fioray W’tatha.

Federal Intelligence is prohibited by law from running operations within the Federation; domestic counter-intelligence is the business of the Patrol’s Special Operations Division. As well as catching Domain spies, the SOD sends undercover agents into the Five Systems Cabal and Dark Lightning and has been known to mount operations against criminal bases in the Saga Sector and beyond.

Other Organizations

Other Federal organizations include the Postal Authority, which also controls a network of FTL radio stations throughout the Federation, the Survey Service, and the vigorous Special Justice Group which keeps a close eye on the Federation’s multistellar corporations. Numerous independent organizations exist within the Federation, including the Rhad-based Association of Independent Traders and many large corporations. The Federation does allow private armies (though some corporate security forces are well equipped), but licensed mercenary companies are common in the Domain. A vigorous free press, led by interstellar news agencies like FTL News and Holostar, broadcasts on major TriVee networks, either directly over FTL radio or by sending taped programs to local offices.

The Five Systems Cabal

The Phoenix Sector’s branch of the Organization, the Five Systems Cabal was originally an amalgamation of the criminal syndicates of five star systems. It now dominates criminal enterprises throughout the sector, crossing Federation and Domain boundaries with equal impunity, dealing in contraband and laundering the profits through a network of legitimate corporations. The Cabal is always expanding — trade in the illegal products of the genetics labs of Estremerine has begun to pass through their hands and into the Federation as reliably as the drugs from Cornwall and Moonjam make their way onto the streets of Lungold and the corridors of Matsai station.

The Cabal also works closely with the Kojiki-Yakuza, the Saga Sector’s crime syndicate (see p. 73). This alliance allows them to pass contraband between the sectors — the Yakuza rids itself of excess arms and narcotics, which the Cabal can sell at a profit. Agents in both organizations have discussed a merger, but the Yakuza is not willing to give up its autonomy quite yet.

The Cabal’s chief rival is Dark Lightning, the mysterious pirate brotherhood whose depredations were partially responsible for the founding of the Federation. Dark Lightning’s operations include slave raids on primitive worlds, piracy of merchant vessels and arms smuggling to rebels on Abbadon and Shiva.



The Phoenix Domain

The Federation's arch-rival, the Domain was founded centuries ago by a renegade battle fleet on the losing side of a civil war. After years of voyaging, the exiles arrived in the Phoenix Sector, settling on Enlas-Dhu, conquering the original colonists and establishing a militaristic feudal realm, the Phoenix Domain. Even as the neighboring Federation grew in power, so did the Domain, and the two nations have been bitter rivals for generations.

Domain society is feudal, with the lower ranks of nobility owing taxes and military service to the upper. The current satrap is the Duke of Enlas-Dhu, Osric Rykeshi. Under him are the Counts and Countesses of individual worlds, whose combined power rivals the Duke's and who form his Privy Council. Barons and knights make up the lesser nobility, and the rest of society is made up of commoners, many of whom descended from the native populations of planets annexed by the Domain. Their voice in government is limited to those wealthy enough to obtain a high position in the Merchant's Guild or the military.

Military Power

While the Phoenix Domain controls fewer worlds than the Federation, it devotes far more of its resources to the military, making its combined armed forces slightly larger. In addition to the Duke's elite Phoenix Guard, planetary counts maintain their own household troops. Unlike the Federation's Planetary Guards, these are of professional caliber and include starships as well as ground forces.

The Grand Fleet

Combining the roles of the Survey, the Patrol and the Navy, this is the striking arm of the Phoenix Domain, composed of rotating contingents from household squadrons and the entire Phoenix Guard. As such, its quality ranges from mediocre to excellent. The Fleet is the usual place to send young gentlemen or nobles for military training; parochialism and status are as important as merit in determining promotions. Officers follow codes of honor that many in the

Domain Society

The feudal order of the Domain has been functioning effectively for centuries. Feudal society depends upon a rigid hierarchy, with the members of each class knowing exactly where they stand and what is expected of them. Thus, the Domain's citizens tend to be very conformist and nationalistic. Members of the lower class know that they cannot, barring extraordinary circumstances, rise to a higher station. They depend on their ruling noble for food and shelter, which they cannot get anywhere else. Most of them are treated well, and they consider their society to be good. Attempts to inform them otherwise will be considered subversion and may be reported to INSEC (see p. 12).

However, in some nobles' lands (including Duke Osric's), the peasant class is treated poorly, deprived of adequate food, housing and medical care. In these areas, the lower class is restless and sometimes rebellious. Uprisings are quickly and efficiently suppressed, but they leave a sour taste in the remaining peasants' mouths. This leads to future rebellions, which must be suppressed even more severely than the previous ones. This situation has led to some conflict in Domain politics.

Domain Politics

Although none of the Phoenix Domain nobility would publicly contest Duke Osric's right to the throne, many of the counts and countesses secretly feel that Osric is strangling the life out of the Domain. His brutal rule of his planet and his incessant spying on fellow nobles is spurring thoughts of rebellion on his own world and creating feelings of dissent among the noble houses.

The Countess of Tara and the Count of Timos have agreed between themselves that Osric must be overthrown, and have enlisted the willing aid of many of the lesser nobles of their own counties. They have not contacted other counts about joining their pact, but they sense the frustrations of their fellow aristocrats, and it is only a matter of time.

Continued on next page . . .

Domain Society (Continued)

Should enough nobles join together and attempt a coup, a vicious and bloody civil war would begin. Osric has been massing forces to protect the Domain from the Ilshani and to balance his power against the Federation. If attacked, he will defend himself viciously, using all the loyal forces he can muster. In the event of a victory, Osric will not be content with returning to the status quo; he will crush the rebellious nobles' forces, have the counts and countesses publicly executed and replace them with loyal nobility from his court.

If such a war continued for several years, the Ilshani Domination would use the opportunity to build up its arsenals, waiting to mercilessly overthrow the weakened victors. The Federation might side with the rebels, or they might keep their eyes on the Domination, suspecting their tactics and keeping them occupied and alert. Or perhaps the Federation *wants* the Ilshani to attack the Domain, weakening both forces enough for Federation troops to make a clean sweep of the whole sector.

INSEC has been monitoring both the Countess of Tara and the Count of Timos, and it is beginning to suspect the subversion. INSEC is utterly loyal to Duke Osric, and once it has garnered enough proof, it will inform the Duke. The Duke may pass it off as typical feudal bickering; he might deliver a weak "slap on the wrist" (hoping that the shock of being caught is deterrent enough against future dissent), or he may have the count and countess quietly assassinated — the countess is old and near the end of her life anyway, and no one would be surprised if the count met with a hunting accident. The details of this political intrigue are left up to the GM and will depend greatly on the flavor of the campaign.

Federation might consider bizarre or archaic: a Domain captain who would cheerfully bomb a defenseless city into submission might risk his ship to rescue the crew of a valiant Federation cruiser he had defeated.

In peacetime, the fleet shows the flag at neutral and subject worlds, protects Domain shipping and *aggressively* patrols disputed space — sometimes leading to "incidents" with Federation ships in neutral space. Commonly encountered craft include the *Winterhawk* class destroyers and swift *Starblade* class corvettes. The current generation of Domain capital ships such as the aging *Admiral Morgaine* class battleships are less sophisticated than the Federation's, but naval analysts fear this will change when the *Lucifer* class enters service.



The Phoenix Guard

With a reputation for ruthlessness second to none, the Phoenix Guardsmen are the elite of the Domain's military forces and include both naval, air and ground units. Phoenix Guard squadrons form the core of the Grand Fleet and are the ships most likely to be sent on special missions beyond the Domain border, while ground units are typically employed for counter-guerrilla operations, disciplining subject populations, and spearheading planetary assaults. Guard divisions are provided with the best of Domain military hardware, including TL10 mecha and cybertanks. A typical trooper is equipped with heavy combat armor, a military X-ray rifle with laser targeting scope and a vibroblade, but special units may be equipped with battlesuits. Guardsmen wear dark maroon and black uniforms with rising phoenix insignia and branch and rank patches.

Domain Security and Intelligence Agencies

The main adversary of Federal Intelligence is Duke Osric's notorious INSEC, the Internal Security agency whose secret police informers are everywhere in the Phoenix Domain. Much of INSEC's time is spent spying on Osric's fellow nobles and eliminating dissent within the Domain, but its sophisticated counter-intelligence arm is a ruthless and deadly opponent to any Federal Intelligence agent operating in Domain space.

While many of the Domain nobles maintain their own intelligence services, the Domain's major foreign intelligence arm is Rising Phoenix, responsible for gathering intelligence on the Federation and mounting covert missions beyond the Domain's border. Based on Estremerine, the agency has access to highly sophisticated bioengineering techniques and is rumored to use genetically enhanced "superagents."

The Malikithi

Both the D'ken and the Ilshani are members of the Malikithi race, humanoid aliens whose worlds are located somewhere beyond the Phoenix Nebula. Humans first met the Malikithi a generation ago, when the D'ken star cities entered

human space. The aliens were refugees, and spread terrible tales of a ruthless tyranny, the Ilshani Domination, which had come to power on their homeworld. Cruising near light speed on reactionless thrusters, their city-ships had fled their home system centuries ago, but to many D'ken, the exodus seemed recent — and due to relativistic effects, for them it really was. The Federation offered the aliens sanctuary — which was gratefully accepted. But hard on the heels of the D'ken came their ancient enemies, the Ilshani Domination, and the sector was plunged into war.

Striking from hidden bases in the Phoenix Nebula, the xenophobic Ilshani attacked both Federation and Domain worlds. After two years of bloody fighting, the Ilshani Invasion was driven off — at the cost of millions of lives. Expeditions sent to discover the extent of the Domination have not returned, and many now believe the invasion was merely a probe, and that the main strength of the Domination is far greater . . .

Malikithi Characters

-5 points

Malikithi are descended from nocturnal scavengers. They are bisexual and warm-blooded, but not mammalian — females feed the young on predigested food. Evolving in a lower gravity than humans, Malikithi are tall, slender bipeds with deep black skin and hair like twisted silver wire. Their limbs are differently proportioned than humans, with higher elbow and knee joints and longer calves and forearms, while each hand ends in four fingers and two parallel opposable thumbs. Malikithi faces are very attractive, closely resembling humans save for large slit-pupiled eyes and a total lack of facial hair. This resemblance ends when they open their mouths; their rows of teeth are needle sharp, and forked tongues flicker in and out.

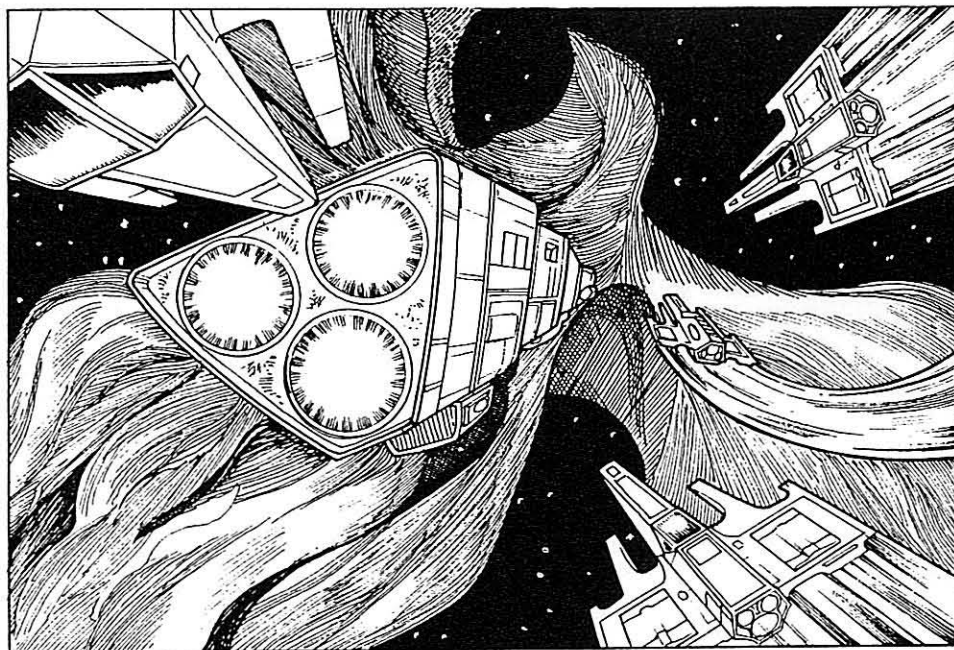
Environment: The Malikithi homeworld is a .6 G terrestrial planet with a temperate climate. They breathe a standard Terran oxygen mix at .81 atmospheres; higher pressures give them a slight oxygen “high.”

Advantages and Disadvantages: Malikithi get -3 to ST (-20 points), +1 to DX (10 points), and +1 to IQ (10 points). Malikithi languages are musical; their voices have considerable range and pitch, extending even into ultrasonic frequencies (+10 points for Ultrasonic Hearing). All Malikithi have +5 Musical Talent (5 points), but their music is lost on humans without radical electronic alteration. In fact, unless they specially modulate their voices (the equivalent of



Ilshani Starsoldiers

The Domination's warriors are usually clones of long-dead, elite soldiers, often with cybernetic enhancements such as bi-ionic limbs or cyberlink HUDs built into their optic nerves. Ilshani starsoldiers prefer recoilless energy weapons — disruptors, x-ray lasers and nerve guns — and light combat armor. While known for their reckless disregard for death, they are by no means mindless zombies — all Ilshani soldiers know their braintapes are stored, and while temporary death need not be feared, the Overmind's judgment is another matter entirely.



Starhunters

Since their defeat a generation ago, the Ilshani have not challenged the Phoenix Sector directly, perhaps content to bide their time while tensions grow between the Federation and the Domain. But over the past few years this has started to change. Operating out of hidden bases within the Phoenix Nebula, the swift and deadly corvettes known as Starhunters have begun raiding cargo ships and lightly defended worlds, perhaps gathering information on the current state of Federation and Domain defenses in preparation for a new and deadly offensive.

Ilshani Starhunters are controlled by disembodied brains linked directly to the ship's computer system, sometimes in partnership with an artificial intelligence. Such "cyberminds" receive a +6 bonus on Pilot, Tactics and Gunnery skills. The brains are conditioned for loyalty and although they may retain fragments of their former personality, most live only for the thrill of battle, often having disadvantages such as Bloodlust, Berserk, Split Personality or even Sadism. Starhunters frequently play cat-and-mouse games with merchants and Patrol escorts. While most games end in destruction, some Federation ships may have been captured — the fate of their crew and passengers can only be guessed at . . .

Adventures in Ilshani Space

Certain brave PCs may not be content to fight small skirmishes with the Ilshani in the Phoenix Nebula. The adventurers may wish to pursue the aliens into their own space. Several different adventures can spring from this kind of endeavor. Some of the party members may be part of INSEC, the Domain's secret police. They are eager to gain sensitive information about the Ilshani and may send an elite team into Malithiki space for reconnaissance.

Because of its ties to the D'ken, the Federation is also curious about the power of the Ilshani. It may send a team of D'ken in to actually infiltrate Ilshani worlds and bring back details of their forces and capabilities.

To provide flexibility, no description of the Ilshani's homeworlds is provided here. The GM is welcome to provide his own, or use appropriate worlds from the Saga Sector. In fact, if the GM wishes, the Ilshani can be part of Saga Sector's alien alliance (see p. 76). The GM is also given freedom to determine whether the Ilshani is a small alien nation with much of its resources devoted to arms and warfare, or whether it contains a vast alien population, and its exploits in the Phoenix Sector represent only a small part of its galaxy-wide operations.

speaking very slowly), Malikithi speech produces frequencies painful to human ears, resulting in a -1 reaction from humans (Odious Racial Habit, -5 points). Humans also consider them somewhat nosy (ORH, -5 points). They possess Night Vision (10 points), and dislike bright light (treat as correctable Bad Sight, -10 points) They are also Color Blind (-10 points). Most wear polarizing sunglasses or contact lenses in well-lit areas. Although from a low-G world, they are comfortable at Earth-normal gravities (15-point G-Tolerance). Malikithi suffer from a form of reverse Demophobia (-15 points) — originally pack animals, they are most comfortable in large groups and are uneasy when alone. They are 2 feet taller than humans of the same ST, and 20% lighter than humans of their height.

Psychology: Malikithi characters are highly sociable and work well in groups. They rarely develop strong attachments to individuals, but family feelings are very strong — all Malikithi religions are rooted in ancestor worship. They have no need for privacy and have difficulty understanding that other races may. When this is combined with their insatiable curiosity, humans tend to find them nosy. Unity and harmony are the prime Malikithi virtues. Within D'ken society this has led to a cooperative, democratic socialism, and the development of close bonds with humans within the Federation. But in the Ilshani Domination unity is achieved through cloning, and harmony is gained through mind control and the extermination of dissidents . . .

The D'ken

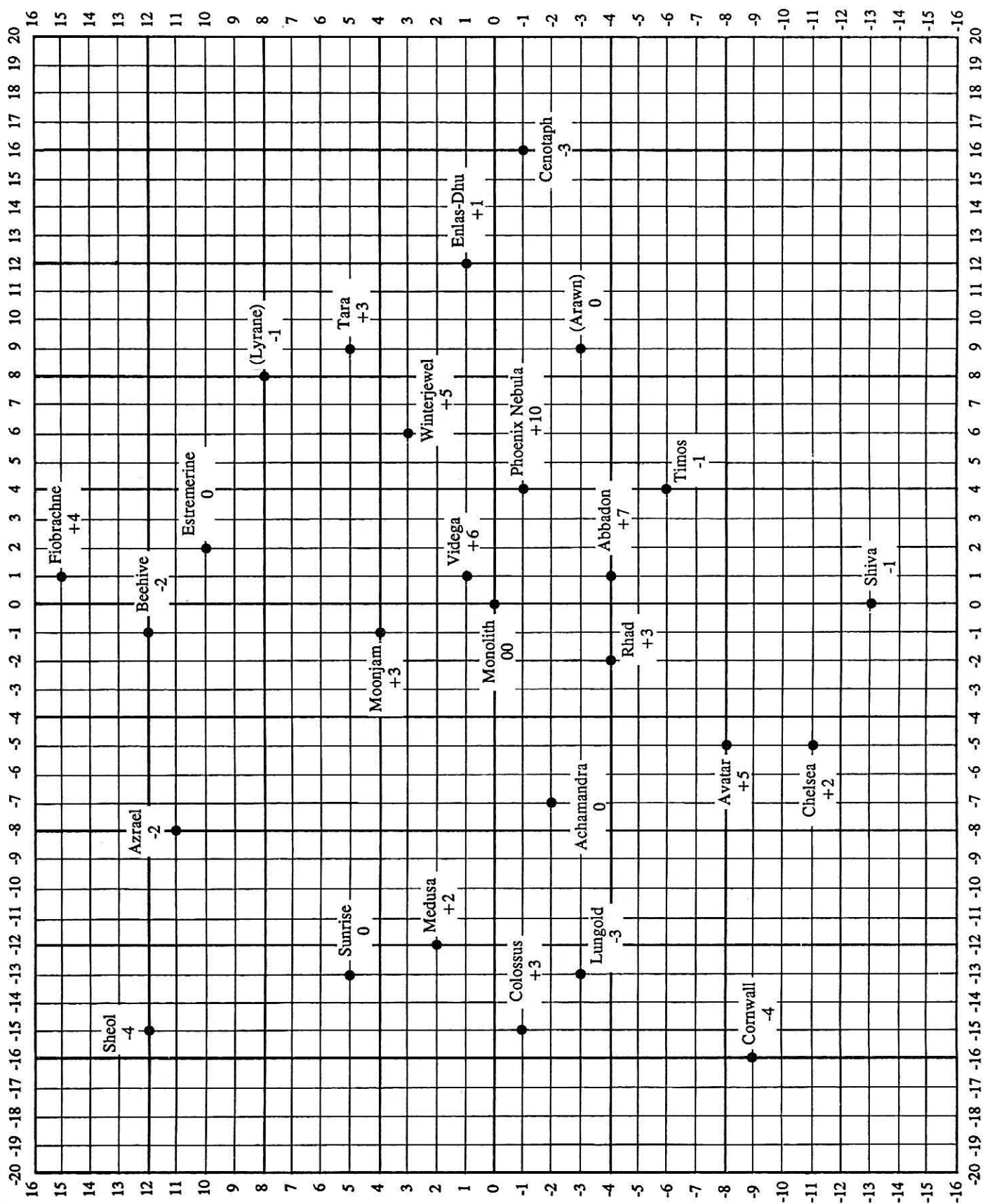
Players may choose to play D'ken characters. Use the Malikithi statistics above to create them; there is no social stigma attached to D'ken in the Federation, and they are full citizens. Most D'ken settled on the desert world of Azrael, but individuals can be found living and working throughout the Federation, especially in spaceships, asteroid belts and on low gravity worlds. Most D'ken characters will come from Azrael or the city-ship *W'tatha* orbiting Sheol; refer to these world descriptions for a description of D'ken society and suitable cultural advantages and disadvantages (see pp. 24 and 54). Adventuring professions suitable for D'ken PCs include belter (if part of a crew), diplomat, esper, merchant, Navy or Patrolman, intelligence agent, interstellar journalist, starship crew member or scientist.

The Ilshani Domination

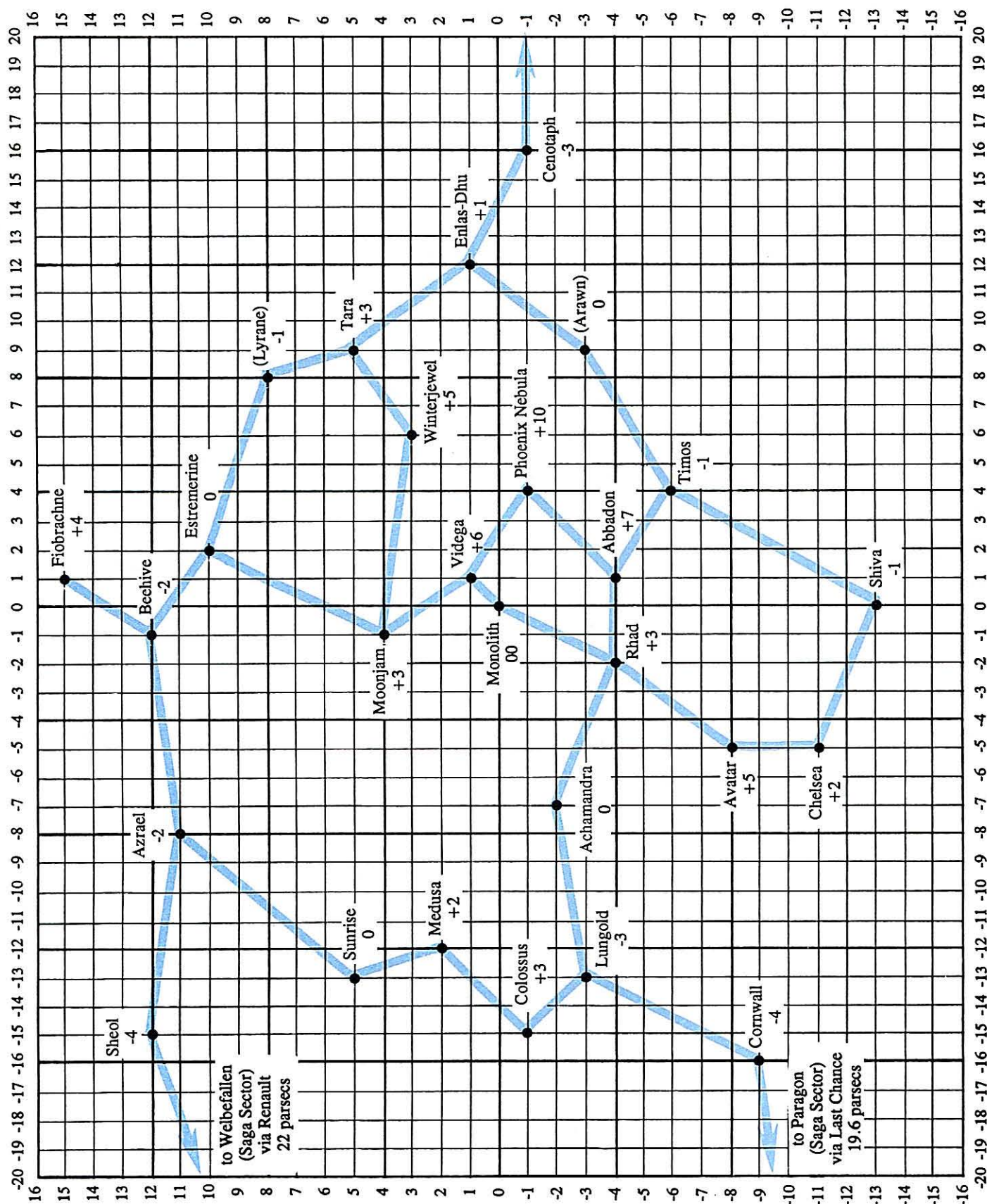
The Ilshani Domination is a xenophobic interstellar society whose worlds are situated somewhere beyond the Phoenix Nebula. One of several Malikithi nations, the Ilshani Domination emerged victorious in a brutal struggle for control of the Malithiki home system. The full extent of their territory is unknown — expeditions sent by the Federation and the Domain have failed to return, and the D'ken information is centuries out of date.

The Domination's unrestrained use of genetic engineering has created a hive-like society governed by Overmind, a computer system containing the stored memories and personalities of the Domination's leaders. Braintapes and cell samples are kept for all Ilshani citizens. Those who die have their braintape audited. Personalities which have proven useful to the Domination may merit cloning and resurrection. Others are stored — or erased. Some personalities may be duplicated many times, and "avatars" — long-dead individuals resurrected from the storage banks of the Overmind — are often used for special missions, sometimes in bodies different from their originals. Exceptional individuals are made a part of the Overmind itself, their personalities and memories merging with the thousands of others within it. D'ken social scientists believe the Overmind to be both paranoid and conservative, perhaps even stagnant; more and more Ilshani are clones or braintape copies of individuals who served it well in the past.

Phoenix Sector Normal-Space Map



Phoenix Sector Jumpline Map



Distances Between Worlds in Phoenix Sector

Coordinates _____ *Distances to Numbered Worlds (in parsecs)* _____

#	World Name	X	Y	Z	1	2	3	4	5	6	7	8	9	10	11	12	13
1	Abbadon	1	-4	7	0.0	9.4	6.0	18.8	18.3	19.9	9.5	14.8	19.2	15.2	15.9	19.3	15.6
2	Achamandra	-7	-2	0	9.4	0.0	8.1	13.2	15.4	23.2	9.4	8.6	12.0	19.3	15.0	19.2	6.8
3	Avatar	-5	-8	5	6.0	8.1	0.0	20.5	21.6	23.5	4.2	12.4	14.2	19.6	19.9	23.8	12.4
4	Azrael	-8	11	-2	18.8	13.2	20.5	0.0	7.1	26.8	22.6	14.8	21.6	22.6	10.2	11.5	14.9
5	Beehive	-1	12	-2	18.3	15.4	21.6	7.1	0.0	21.4	23.7	19.7	25.9	17.3	4.1	7.0	19.2
6	Cenotaph	16	-1	-3	19.9	23.2	23.5	26.8	21.4	0.0	23.8	31.6	33.0	6.0	18.0	23.0	29.0
7	Chelsea	-5	-11	2	9.5	9.4	4.2	22.5	23.7	23.8	0.0	14.2	12.7	20.8	22.2	26.7	12.4
8	Colossus	-15	-1	3	14.9	8.6	12.4	14.8	19.7	31.6	14.2	0.0	10.7	27.1	20.5	22.6	6.6
9	Cornwall	-16	-9	-4	19.3	12.1	14.2	21.6	25.9	33.0	12.7	10.7	0.0	30.1	26.5	30.5	6.8
10	Enlas-Dhu	12	1	1	15.2	19.3	19.6	22.6	17.3	6.0	20.8	27.1	30.1	0.0	13.5	18.1	25.6
11	Estremarine	2	10	0	15.9	15.0	19.9	10.2	4.1	18.0	22.2	20.5	26.5	13.5	0.0	6.5	20.1
12	Fiobrachne	1	15	4	19.3	19.2	23.8	11.5	7.0	23.0	26.7	22.6	30.5	18.0	6.5	0.0	23.8
13	Lungold	-13	-3	-3	15.6	6.8	12.4	14.9	19.2	29.1	12.4	6.6	6.8	25.6	20.1	23.8	0.0
14	Medusa	-12	2	2	13.5	6.7	12.6	10.6	15.4	28.6	14.8	4.3	13.1	24.0	16.2	18.5	7.1
15	Monolith	0	0	0	8.1	7.3	10.7	13.7	12.2	16.3	12.2	15.3	18.8	12.1	10.2	15.5	13.7
16	Moonjam	-1	4	3	8.9	9.0	12.8	11.1	9.4	18.7	15.5	14.9	21.0	13.5	7.3	11.2	15.1
17	Phoenix Nebula	4	-1	10	6.5	14.9	12.4	20.8	18.4	17.7	15.6	20.2	25.7	12.2	15.0	17.3	21.5
18	Rhad	-2	-4	3	4.1	6.2	5.4	16.9	16.8	19.2	7.7	13.3	16.4	15.0	14.9	19.3	12.6
19	Sheol	-15	12	-4	23.9	16.6	24.1	7.3	14.1	33.6	25.8	14.8	21.0	29.6	15.6	18.1	15.2
20	Shiva	0	-13	-1	12.0	12.6	8.8	25.0	25.0	20.9	5.4	18.9	15.8	19.2	23.2	28.5	15.7
21	Sunrise	-13	5	0	16.5	9.2	16.1	8.1	14.0	29.8	18.0	7.0	14.9	25.3	15.8	17.7	8.5
22	Tara	9	5	3	14.0	17.7	19.3	18.7	13.2	11.0	21.2	24.7	29.5	5.4	9.1	12.8	24.2
23	Timos	4	-6	-1	8.1	11.7	10.0	21.0	18.9	13.6	10.3	19.7	20.8	10.6	16.1	21.4	17.7
24	Videga	1	1	6	5.5	10.4	10.9	15.6	13.7	17.6	14.0	16.4	22.1	12.1	10.9	14.1	17.1
25	Winterjewel	6	3	5	10.1	14.8	15.5	17.6	13.4	13.4	18.0	21.5	26.6	7.5	9.5	13.0	21.5

#	World Name	X	Y	Z	14	15	16	17	18	19	20	21	22	23	24	25
1	Abbadon	1	-4	7	13.4	8.1	8.9	6.5	4.1	23.9	12.0	16.5	14.0	8.1	5.5	10.1
2	Achamandra	-7	-2	0	6.7	7.3	9.0	14.9	6.2	16.6	12.6	9.2	17.7	11.7	10.4	14.8
3	Avatar	-5	-8	5	12.6	10.7	12.8	12.4	5.4	24.1	8.8	16.1	19.2	10.0	10.9	15.5
4	Azrael	-8	11	-2	10.6	13.7	11.1	20.8	16.9	7.3	25.0	8.1	18.7	21.0	15.6	17.6
5	Beehive	-1	12	-2	15.4	12.2	9.4	18.4	16.8	14.1	25.0	14.0	13.2	18.9	13.7	13.8
6	Cenotaph	16	-1	-3	28.6	16.3	18.7	17.7	19.2	33.6	20.9	29.8	11.0	13.6	17.6	13.4
7	Chelsea	-5	-11	2	14.8	12.2	15.5	15.6	7.7	25.8	5.4	18.0	21.3	10.3	14.0	18.1
8	Colossus	-15	-1	3	4.3	15.3	14.9	20.2	13.3	14.8	18.9	7.0	24.7	19.7	16.4	21.5
9	Cornwall	-16	-9	-4	13.1	18.8	21.0	25.7	16.4	21.0	15.8	14.9	29.5	20.8	22.1	26.6
10	Enlas-Dhu	12	1	1	24.0	12.1	13.5	12.2	15.0	29.6	19.2	25.3	5.4	10.6	12.1	7.5
11	Estremarine	2	10	0	16.2	10.2	7.3	15.0	14.9	17.6	23.2	15.8	9.1	16.1	10.9	9.5
12	Fiobrachne	1	15	4	18.4	15.5	11.2	17.3	19.3	18.1	28.5	17.7	12.8	21.4	14.1	13.0
13	Lungold	-13	-3	-3	7.1	13.7	15.1	21.5	12.6	15.2	15.7	8.5	24.2	17.7	17.1	21.4
14	Medusa	-12	2	2	0.0	12.3	11.2	18.1	11.7	12.0	18.8	3.7	21.2	17.9	13.6	18.3
15	Monolith	0	0	0	12.3	0.0	5.1	10.8	5.4	19.6	13.1	13.9	10.7	7.3	6.2	8.4
16	Moonjam	-1	4	3	11.2	5.1	0.0	9.9	8.1	17.6	17.5	12.4	10.0	11.3	4.7	7.3
17	Phoenix Nebula	4	-1	10	18.1	10.8	9.9	0.0	9.7	26.9	17.0	20.6	10.5	10.3	5.4	6.7
18	Rhad	-2	-4	3	11.7	5.4	8.1	9.7	0.0	21.8	9.9	14.5	14.2	6.6	6.5	10.8
19	Sheol	-15	12	-4	12.0	19.6	17.6	26.9	21.8	0.0	28.8	8.3	26.0	26.6	21.84	24.5
20	Shiva	0	-13	-1	18.8	13.1	17.5	17.0	9.9	28.8	0.0	21.6	21.0	8.8	15.8	18.5
21	Sunrise	-13	5	0	3.7	13.9	12.4	20.6	14.5	8.3	21.6	0.0	22.2	20.3	15.7	19.7
22	Tara	9	5	3	21.2	10.7	10.0	10.5	14.2	26.0	21.0	22.2	0.0	12.2	9.4	4.1
23	Timos	4	-6	-1	17.9	7.3	11.3	10.2	6.6	26.6	8.8	20.3	12.2	0.0	9.1	10.0
24	Videga	1	1	6	13.6	6.2	4.7	5.4	6.5	21.8	15.8	15.7	9.3	9.1	0.0	5.5
25	Winterjewel	6	3	5	18.3	8.4	7.3	6.7	10.8	24.5	18.5	19.7	4.1	10.0	5.5	0.0

Abbadon (Chrisobel I)

Located between Federation and Domain space, this beautiful forest world was settled by the Covenant, a religious sect who hoped to create a new Eden. Blessed with rich soils and a mild climate, Abbadon had potential as a prime agricultural world, and its fine wines and beautiful hardwoods have found eager buyers on many Federation worlds. But the resiliency of the native forest and the hostility of the Walking Trees hinders economic development. The planet's only dangerous wildlife, the Walking Trees are immense alien creatures whose frequent attacks on humans earn them the nickname "forest demons."

Since Abbadon was colonized the number of psionics among its population has steadily increased, until as many as 1 in 500 possess some psi ability, mainly those living in the sparsely populated western continent. The situation was ignored (or disbelieved) by the religious authorities until 12 years ago when a minor Covenant Elder was discovered using telepathy to influence the ruling council. When he escaped, paranoia among the Covenant leadership resulted in a declaration that the use or possession of psionic powers is the worst heresy.

To enforce their decree, the Elders set up the Inquiry, a holy order dedicated to the eradication of psionic heresy. Since its inception, the Inquiry has grown in power and influence. It is now a virtual secret police that has quietly imprisoned, tortured and executed thousands of real or suspected psionics. Those who denounce the group are accused of pro-psionic sympathies; entire villages suspected of harboring psis have been torched by government troops, and the Inquiry has begun forcing captured telepaths to track down more psionics and psionic sympathizers.

Recently an organized psionic underground has evolved, supported by many non-psis whose friends and relatives have suffered at the hands of the Inquiry, or who fear their abuse of power. They have sought to gain Federation support, but with the Federal government and news media distracted by the Blue Plague and the parahuman issue, the interstellar community remains ignorant of the situation and the Federation still maintains normal trade and diplomatic relations with the Covenant.

Extremist elements within the underground plan terrorist attacks against those who support the government — including Federation ships trading with Abbadon! Others have infiltrated government offices (perhaps even the Inquiry). It's also rumored they have a hidden psionic sanctuary in the desolate Jashan Mountains — but so far, sweeps by government troops have failed to turn up anything out of the ordinary — except unusual numbers of Walking Trees . . .

The Walking Trees

The planet's largest and most hostile life forms are the gigantic nocturnal predators known as Walking Trees. A Walking Tree stands 20' tall when upright. With its branch-like arms (ending in clawed paws) and tough gray skin covered with parasitic moss, it's hard to recognize it as anything other than a dead tree when motionless — roll vs. IQ-3.

The reasons behind the Trees' violent attacks on humans and the increase in psionic abilities among the Abbadonians are interconnected. The Walking Trees possess a limited form of tele-

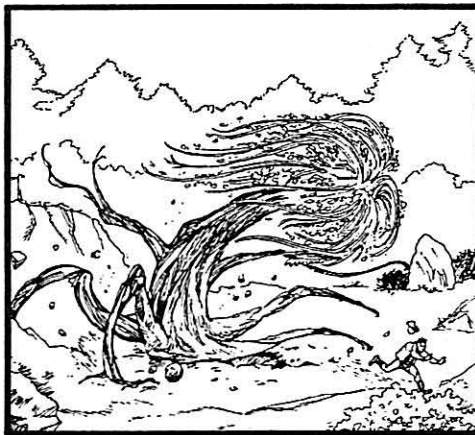
pathic mass mind (or *gestalt*), which is highly sensitive to the subconscious thought waves constantly broadcast by all humans (especially psionics). In close proximity to unshielded human minds (within a mile or so) a human's mental "static" drowns out a Tree's own broadcasts, isolating it from the *gestalt*. When this happens the Tree reacts with confusion and hostility, attacking the source of the irritating "noise."

The Trees' own telepathic projections have been subconsciously picked up by those humans with latent psi potential. This constant telepathic stimulation, sometimes called "the call of the forest," hastens the maturation of psi powers in already latent individuals. Spending at least 100 hours within 500 yards of the Trees will activate any latent psi powers that someone may have. Remember, though, that if a Tree picks up the signals of the psi's mind, it will attack. None of this is public knowledge, but researchers in the underground or the Institute on Chelsea may suspect the truth.

Walking Tree

ST: 120	Move/Dodge: 10/5	Size: 3
DX: 8	PD/DR: 2/4*	Weight: 2 tons
IQ: 6	Damage: 6d-1 cr#	Origin: SF
HT: 15/75	Reach: 1-4	Habitat: F

*DR and PD do not apply against fire damage. A Tree can make two attacks per turn (or four all-out attacks) or bite a grappled foe in close combat for 6d-1 cutting damage.



Walking Trees will detect the static from an unshielded human mind within 500 yards and will rapidly close and attack. A telepathic Mind Shield prevents detection (see p. B169); a mind-shielded human meeting a Tree face-to-face will be approached with curiosity rather than violence. Any telepath within several miles of a Walking Tree will sense the *gestalt*'s projections, usually as a sort of whispering music, a cross between wind in the forest and a eerie melody. With time (and successful Telereceive or Telesend rolls) psis may be able to communicate with, or even control, the

Trees — perhaps the rebels already have this ability.

Adventures on Abbadon

Hijacked! Abbadon is off the beaten path, but its rare wines and hardwoods can make a clever trader's fortune. But after lifting off, the PCs discover their casks of Jashan Red '27 wine hold a far different vintage — two fanatical psis who stowed away and intend to seize the ship and hold its crew hostage!

Treestalker. Life goes on in the deep forest. A local township has been plagued by recent Walking Tree attacks, and is offering a bounty of \$1,000 on each Tree killed. But only legal hunting weapons (single-shot lasers) are allowed on this world!

Hide and Seek. The Institute for Mental Evolution on Chelsea hires the PCs to find Dr. Gaussi, a renowned psi researcher who vanished on Abbadon while studying the Walking Trees. The official explanation is that he was lost in the forest, but the institute fears he was captured by the Inquiry or the psionic underground for asking too many questions.

PLANETARY RECORD: Abbadon (Chrisobel I)

Planet type: Earthlike
 Diameter: 6,981 miles
 Gravity: .72 G
 Density: 4.5
 Composition: Low-Iron
 Axial Tilt: 12°
 Seasonal Variation: Minor
 Length of Day: 36 hours
 Length of Year: 57 days/85 Earth days

One hex = 488 miles

Atmosphere

Pressure: .92 (standard)
 Type and Composition: Nitrogen 74%, Oxygen 24%, others 2%
 Climate: Earth-normal
 Temperatures at 30° latitude: Low 62°, Average 80°, High 103°
 Surface Water: 69%
 Humidity: 72%
 Primary Terrain: Forest

Mineral Resources

Gems/Crystals: Absent
 Radioactives: Scarce
 Industrial Metals: Scarce
 Organics: Extremely Plentiful

Rare Minerals: Absent
 Heavy Metals: Scarce
 Light Metals: Plentiful

Moons

One large moon (Face of God)

Biosphere

Dominant life form: Six-limbed psionic animals, including "Walking Trees"

Other significant life forms: Complete Earthlike ecology

Civilization

Population(s): 90.2 million (PR 7)
 Tech Level(s): 8
 Control Rating: 4
 Society: Theocracy — representative democracy overseen by church elders
 Starports: Class IV at Covenant
 Installations: Numerous logging camps. Mercenary/rebel bases in Jaran Mts.
 Economic/Production: Exports rare hardwoods, agricultural products; imports metals, manufactured goods, weapons

Other Notes

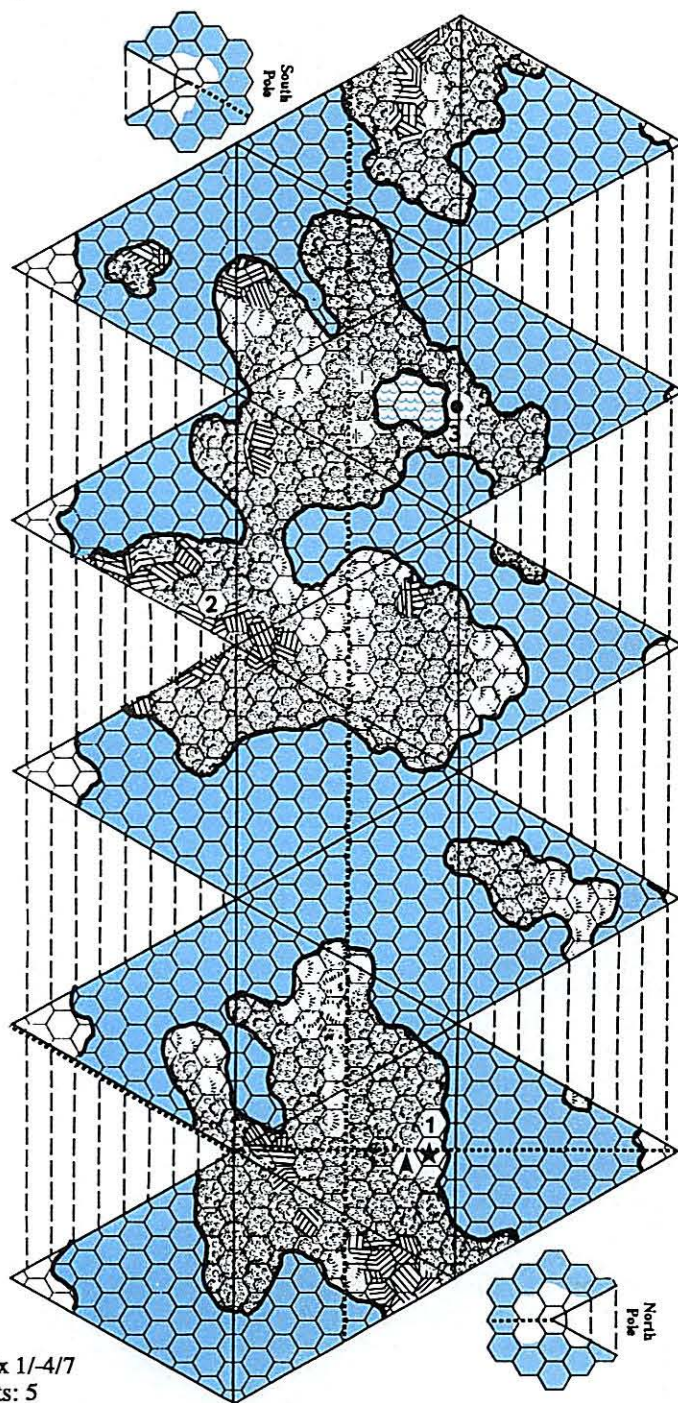
Map Key: 1. Covenant (capital) 2. Jaran Mountains 3. Charity (major city)

System Information

Star Name: Chrisobel
 Biozone: .2 to .3

Type: K1 VI
 Inner Limit: 0.0

Location: Phoenix 1/-4/7
 Number of Planets: 5



Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Abbadon	.3	Earthlike	6,980	4.5	.72	Oxygen-Nitrogen	Detailed Above
2. Astaroth	.65	Gas Giant	31,000	1.8	1.27	Hydrogen	Retrograde Mood
3. —	1	(empty orbit)	—	—	—	—	—
4. Maloth	1.7	Terrestrial	7,600	1.3	.22	Very thin reducing	—
5. Seraphiel	3.1	Gas Giant	45,000	2.0	2.0	Hydrogen	Faint ring
6. —	5.9	Asteroid belt	—	—	—	—	Few minerals
7. —	11.5	(empty belt)	—	—	—	—	—
8. Ahriman	22.7	Gas Giant	38,000	1.5	1.3	Hydrogen-Methane	Faint ring

Achamandra (Eriel Ia)

The largest of 20 moons orbiting the huge gas giant Ivanhoe, the Earthlike world of Achamandra is the capital of the Federation. In addition to being the seat of the Presidency, Senate and High Court, it is the headquarters of the Interstellar Patrol and many other governmental and private organizations, including the embassies of foreign powers. The financial and political hub of the Federation, Achamandra is the home of numerous banking and investment firms and the influential Achamandra stock exchange, as well as the home offices of major interstellars such as the Matsai corporation.

A household name throughout the Federation, Matsai is the largest Federation-based corporation, and it manufactures *everything*; if it doesn't, it owns a subsidiary that does. Matsai specializes in the production of fusion power plants, energy weapons and advanced electronics — its major rival is Darkstar Dynamics, based on Timos in the Phoenix Domain. A favorite target of Special Justice Group investigations, Matsai-owned subsidiaries are often accused of using espionage and bribery to gain an edge over competitors, but so far no allegations against the parent company have stuck.

Society

Achamandra is the cultural center of the Federation, boasting several famous universities and scientific institutes. The largest, with over 1 million students, is the prestigious University of Achamandra which attracts brilliant scholars from throughout the Federation and beyond. Each year millions of visitors, human and alien, flock to the moon to enjoy the sights and atmosphere of the vibrant Federation capital. Noted tourist attractions include the orbiting Senate Opera House, the undersea Federation Gallery of the Arts, the vast Museum of Interstellar History with its heavily guarded Precursor collection, and the 2,000 acre Xenological Gardens whose many environmental bubbles house exotic plant and animal specimens from hundreds of alien worlds. Just looking up provides a spectacular view of the huge gas giant that Achamandra orbits.

Despite being somewhat crowded, the world itself is clean and well-managed — the showpiece of the Federation. All planetary industry is either in orbit or underground; weather control satellites and a carefully balanced ecosystem maintain a perfect climate year-round. There are no roads or automobiles — efficient rapid transit via moving sidewalks and magnetic levitation railway tunnels link every city on the moon into one cohesive metropolis. Life on Achamandra is fast-paced and cosmopolitan; aliens and parahumans attract little attention and no preju-

dice from residents (canceling any reaction modifiers), and the better hotel chains such as the Stellar Embassy can cater to nearly any conceivable race and provide rooms tailored for any atmosphere or gravity requirements.

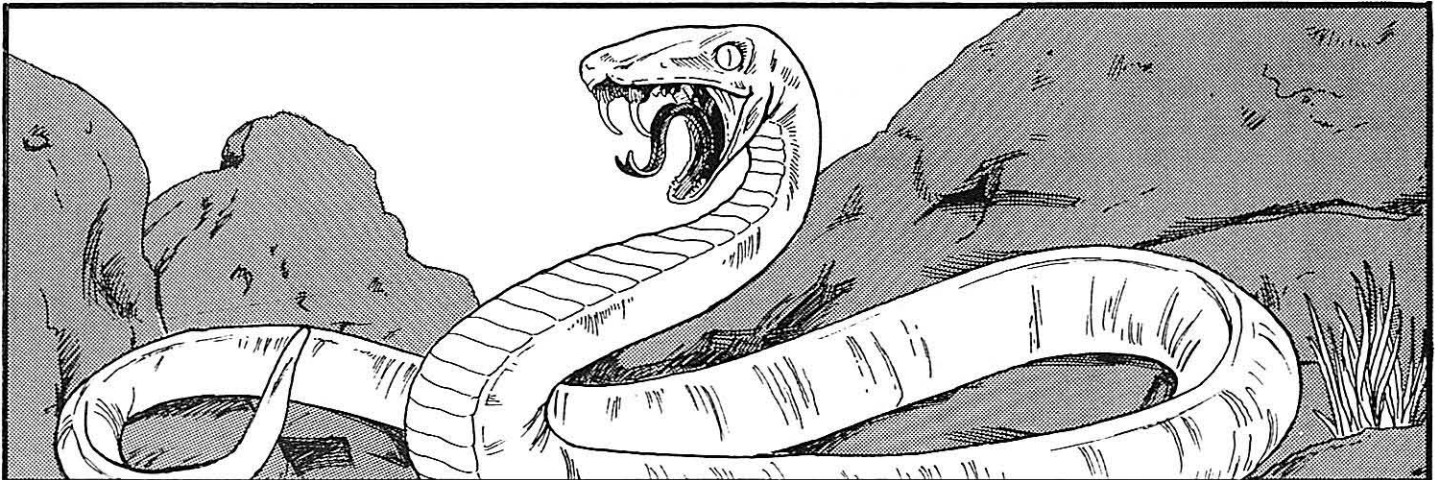
The standard of living enjoyed on Achamandra is among the highest in the sector; with its rich and famous citizens, the world is a trend setter in the Federation's fashion and entertainment industries. One fashion that has become popular in Achamandra's climate controlled cities, but has yet to spread to the rest of the Federation's worlds, is the Holographic Belt (see p. S47). Able to create breathtakingly exotic fashions for as low as \$100 a cube, the holobelt has begun to replace physical clothing on Achamandra.

Adventures on Achamandra

Antiquities. The curator of the Museum of Federation History discovered that a Precursor artifact in its collection is actually a star map showing a point within the Phoenix Nebula. The curator decides to hire some worthy explorers to see what's there. Armed with a hologram of the artifact, the PCs are preparing their expedition when they hear that someone has stolen the original star map and wiped all copies of it stored in the Museum computer . . .

A Night at the Zoo. The assistant undersecretary to the Phoenix Domain's ambassador has been found dead in the Xenological Gardens, mauled by a Walking Tree from the Abbadon exhibit. Was it an accident, a suicide . . . or murder? And what happened to the contents of his destroyed briefcase — did someone steal them, or were they devoured by the Tree? The PCs are hired to investigate, either as government agents or by a private party who suspects foul play when the official verdict is suicide.

Power One. The first in a line of seven orbital antimatter power stations has just been completed by the Matsai corporation, intended to fulfill Achamandra's energy needs for the next century. But the opening ceremonies are rudely interrupted when psionic terrorists from the Abbadon Liberation Front seize control of the station — during a visit of the Federation vice-president. The adventurers are on the scene — perhaps accompanying the political, military or corporate dignitaries, part of the station's security force, or even newsmen covering the event — or they may be part of a counter-terrorism team sent to stop the ALF. The situation is grave; not only are the terrorists heavily armed fanatics with important hostages, but they also possess psi powers and are sitting on what is potentially the biggest bomb in human history . . .



PLANETARY RECORD: Achamandra (Eriel Ia)

Planet type: Earthlike
Diameter: 6,562 miles
Gravity: .75 G
Density: 5.0
Composition: Medium-Iron
Axial Tilt: 26°
Seasonal Variation: Earthlike
Length of Day: 18 hours
Length of Year: 225 days/.46 Earth years

One hex = 459 miles

Atmosphere

Pressure: .91 (standard)
Type and Composition: Nitrogen 76%, Oxygen 12%, others 2%
Climate: Earth-normal
Temperatures at 30° latitude: Low 60°, Average 80°, High 100°
Surface Water: 65%
Humidity: 62%
Primary Terrain: Plains

Mineral Resources

Gems/Crystals: Almost Absent
Radioactives: Absent
Industrial Metals: Plentiful
Organics: Ample
Rare Minerals: Scarce
Heavy Metals: Almost Absent
Light Metals: Ample

Moons

None

Biosphere

Dominant life form: Huge birds
Other significant life forms: Full Earth ecosystem, but no mammals or large reptiles

Civilization

Population(s): 8.7 billion (PR 9)
Tech Level(s): 10
Control Rating: 3
Society: Representative democracy
Starports: Three class V, largest at Cassandra
Installations: Naval base, Patrol HQ, many government and military installations, major universities and corporate HQs
Economic/Production: Government and administrative center, tourism. Exports high-tech manufacturing; imports organics and heavy metals

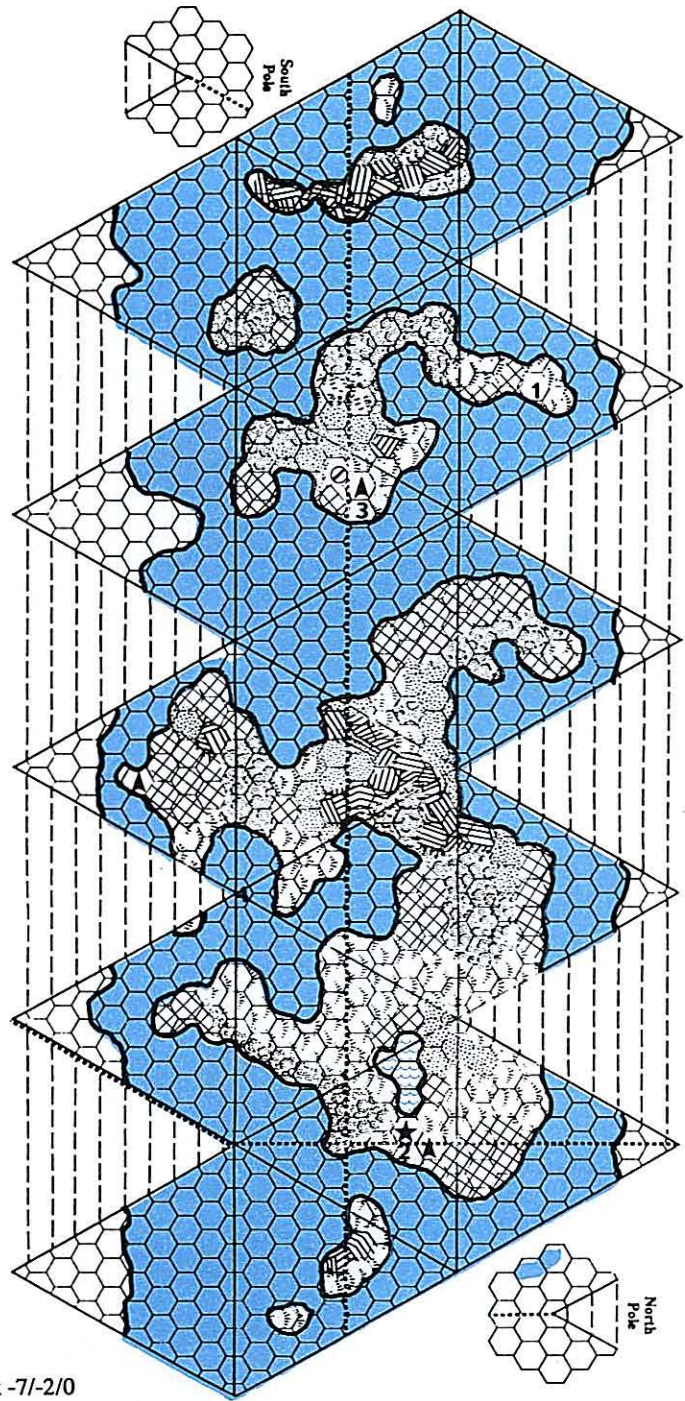
Other Notes

Capitol of Federation
Map Key: 1. Xenological Gardens 2. Capital/Senate 3. Federal Naval base (restricted) 4. Federation Gallery of the Arts

System Information

Star Name: Eriel
Biozone: .1 to .2
Type: M2 V
Inner Limit: 0.0
Location: Phoenix -7/-2/0
Number of Planets: 1

Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Ivanhoe	.4	Gas Giant	210,000	1.8	8.6	Hydrogen-Helium	Biozone, 18 small moons
1a. Achamandra	.4	Earthlike	6,562	5.0	.75	Oxygen-Nitrogen	Moon of Ivanhoe
1b. Mallory	.4	Rockball	4,724	3.9	.42	Thin Methane	Moon of Ivanhoe
1c. Beowulf	.4	Hostile Terr.	5,837	4.0	.53	Dense Chlorine	Moon of Ivanhoe



Avatar Belt (Avatar System)

The inhabited region of the Avatar system is made up of a pair of dense, mineral-rich asteroid belts which were seeded with parahumans altered for life in a weightless environment. The Avatar Belt's accessible resources and pool of expert zero-gravity labor has made it the home of much of the Federation's space industry. The system's population is about 27 million — 90% parahuman.

The inhabitants are spread across thousands of asteroids and space habitats, with populations ranging from single families to millions. With tens of thousands of miles separating each asteroid, several diverse societies exist in the belt, ranging from the libertarian capitalists of Freeport to the mystical, socialist commune of Moonhaven. All are nominally democratic, but many of the asteroids are the private property of individuals or corporations, giving them some measure of freedom from Federation supervision.

Avatar "Floaters"

19 points

Avatar parahumans have been extensively adapted for life in free fall. Living in zero G, they are two feet taller than their ST would indicate, but have only 50 percent of the weight normal for their height. Avatars get -5 to ST (-40 points) and -2 to HT (-15 points). Their native gravity is 0, and they have G-Intolerance (-5 points) and a G-Increment of only .05 G (-20 points). But with natural 3-D Spatial Sense (10 points) and an innate Free Fall skill beginning at DX+3 (16 points), they move with an eel-like grace in their weightless homes. Enhancing this impression of boneless fluidity, an Avatar's limbs are Double-Jointed (5 points), and their legs bend forward as well as back so that their modified toes can serve as a second pair of hands at -2 to DX (48 points).

The most extensive modifications enable them to survive, briefly, in vacuum. They possess additional muscles to close off their gut and lungs, and their eyes are protected by Nictating Membranes (15 points). By using Metabolism Control (3 levels — 15 points), they can store oxygen in the myoglobin of their muscles and survive for up to an hour without air. Though most wear light vacc suits (or at least insulated boots and gloves to avoid direct contact with hot or cold surfaces), their ability is useful if living and working daily in an environment where blowouts and ripped suits are common.

Finally, they suffer from a -2 reaction from "normal" humans.

Starhome

With a population of 1.2 million, the asteroid-city called Starhome is one of the more heavily populated asteroids in the Avatar Belt. Privately owned by New Humanity, Inc., its economy is based on starship construction, finance and banking. Starhome is also the seat of the New Humanity movement, which holds that Avatar parahumans represent the future of mankind. New Humanity accuses the Federation of planet-centered thinking, pointing to the Sheol terraforming project (see p. 54) and the struggle with the Domain over territory. Because far more matter in space consists of asteroids and small

moons, they reason that this should be the focus of Federation expansion, and that Avatar's parahumans are perfectly fitted to be the instrument of that goal.

The movement hopes to gain Federation funds and backing that will enable Avatar to colonize asteroid belts in other systems. But their ultimate goal is the *Infinity* project, the creation of so-called "third-stage" humans, capable of living *indefinitely* in vacuum without a suit, perhaps drawing life from solar radiation like plants. But in the current political climate, gaining funding for such a project would be unthinkable . . .

Starhome itself is a hollow planetoid, with its inhabitants living on the inner surface. Visitors entering Starhome often have difficulty getting used to the strange perspective. The horizon curves away in each direction, and anyone looking up can see upside-down buildings, trees, and hills in the distance — and people flying by overhead! Starhome has no gravity; see p. S73 for rules on zero-gravity action. It is possible to jump from one side of the sphere to the other; many inhabitants use strap-on polymer wings to slow themselves as they coast around (a successful Free Fall skill roll is required to use — \$150, 3 lbs).

Planetary Record Sheet

Rather than a planet, the map on the opposite page depicts the hollowed-out *interior* of the asteroid at a scale of 2.03 miles per hex. Starhome's society and construction are typical of other heavily populated Avatar Belt planetoids like Moonhaven and Freeport, and can serve as a template for their design.

Plain terrain is agricultural land; the fields are prosperous and busy. As well as produce, Starhome's farms raise mutated rabbits for food, grown to huge size in weightless conditions and tethered on long lines to keep them from escaping.

Urban hexes are clusters of buildings, ranging from stately houses and apartment blocks to shops and factories. Starhome buildings are constructed nothing like those on a planet's surface — up and down are relative; there are no distinct floors or ceilings, and doors and furniture may be anywhere and everywhere.

Forest and Hills are ornamental parks, more garden-like than wild, though some wood is used for luxury items. Plants grow strangely without gravity; trees reach heights of 300 yards, with children playing null-G tag in the upper branches.

Adventures on Avatar

Mermaids. New Humanity rhetoric paints the *Infinity* project as a distant dream. But recently, prospectors claim to have seen humanoid shapes flitting through space. Has New Humanity established secret genetic engineering labs, perhaps having stolen or purchased the technology from Biotech Orion or the black labs of Estremerine? The characters may be assigned by Federal Intelligence to determine what is behind these rumors. But unknown to them, the Human League has also heard of the experiments, and will stop at nothing to stop these "perversions of the human form." During their investigations, the PCs may catch wind of a extremist plot to sabotage the project — or perhaps to destroy Starhome itself!



PLANETARY RECORD: Avatar Belt (Avatar I and III)

Planet type: Asteroid
Diameter: 29 miles
Gravity: .0015 G
Density: 2.5
Composition: M type
Axial Tilt: 0°
Seasonal Variation: None
Length of Day: 24 hours
Length of Year: 234 days/.64 Earth years

Atmosphere
Pressure: 1.01 (standard)
Type and Composition: Nitrogen 77%, Oxygen 20%, others 3%
Climate: Artificial — Temperate
Temperatures at 30° latitude: Low 63°, Average 65°, High 67°
Surface Water: 8%
Humidity: 50%
Primary Terrain: Farmland/Urban

Mineral Resources
Gems/Crystals: Scarce
Radioactives: Ample
Industrial Metals: Plentiful
Organics: Ample
Rare Minerals: Plentiful
Heavy Metals: Ample
Light Metals: Ext. Plentiful

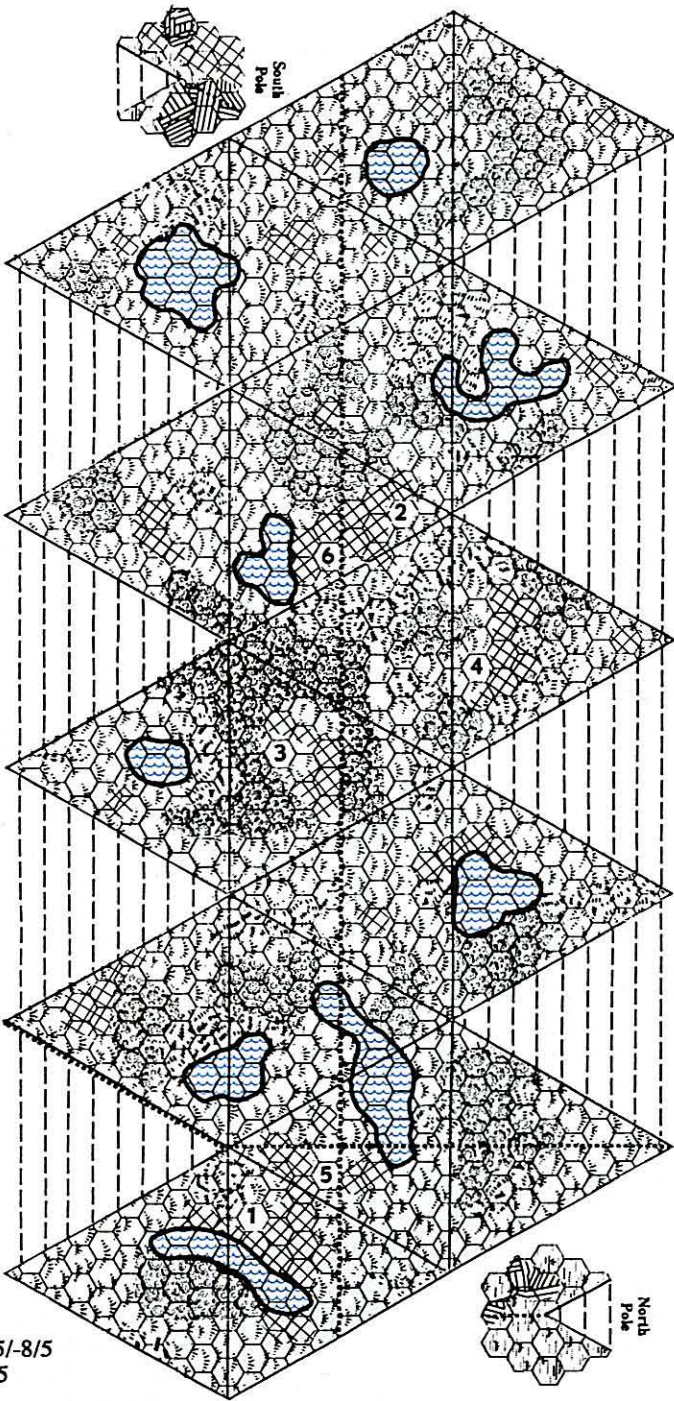
Moons
None
Biosphere
Dominant life form: Managed ecosystem — trees and farmland
Other significant life forms: Rabbits, fish, colorful songbirds

Civilization
Population(s): 1.1 million parahumans (PR 6)
Tech Level(s): 10
Control Rating: 3
Society: Athenian democracy united by “New Humanity” ideology
Starports: Class IV
Installations: Starship yards and solar mirror arrays on asteroid surface
Economic/Production: Exports starships; Banking and finance.

Other Notes
Map Key: 1. Shopping district 2. “Startown” 3, 4. Industrial parks
5, 6. Airlocks
Above resources also includes nearby asteroids claimed by Starhome

System Information
Star Name: Avatar
Biozone: .1 to .2
Type: MO V
Inner Limit: 0.0
Location: Phoenix -5/-8/5
Number of Planets: 5

Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. —	.5	Asteroid belt	—	—	—	—	Inhabited
2. Harrier	.9	Gas Giant	47,000	2.0	2.15	Hydrogen-Helium	Faint ring
3. —	1.3	Asteroid belt	—	—	—	—	Inhabited
4. Vigilance	2.1	Rockball	3,300	3.1	.23	None	Patrol base
5. —	3.7	(empty orbit)	—	—	—	—	—
6. Garuda	6.9	Rockball	2,750	4.8	.3	Trace nitrides	Mining station
7. Celebration	13.3	Gas Giant	32,000	1.0	.73	Hydrogen	Many moons
8. Nestar	26.1	Iceball	800	1.6	.02	None	—



Azrael (Noah I)

Azrael is a bleak and windy desert world, a planet of barren sands, high mesas and vast salt flats; only around its two small seas is there much in the way vegetation — mostly scrub grass — but the world has a certain harsh beauty. The planet was originally settled by the M'mentha, a democratic society of high-tech nomads who roam its shifting sands on wind-driven dust yachts. When the exiled D'ken arrived in the Federation 60 years ago, it was the M'mentha nomads who agreed to offer the aliens the chance to settle on Azrael — a decision that surprised many in the Federation, but which catapulted Azrael from a backwater planet to a major player in interstellar politics.

Azrael's low gravity and thin atmosphere proved ideal for the aliens. Over the past few decades, the D'ken have come to outnumber the human population on their adopted home. Despite this, relations between the M'mentha and the D'ken remain excellent. Ikaris, Azrael's main starport, is an eerie city of black and silver, built by the nocturnal and color blind aliens on the shores of the White Sea. Nearly deserted by day, nighttime brings it to hectic life. Farther from the port, the towering D'ken arcologies with their crazy internal geometries dominate Azrael's skyline, each mile-high building an entire city in itself.

D'ken Society

D'ken society is based around septs, large clans with thousands of members and considerable resources, each of which may own an entire city-sized arcology. Septs can act as powerful Patrons to their members but this is balanced by a strong Sense of Duty felt toward the sept. Each is ruled by an elected council called the Elders (Status 2+), whose authority is based on traditions stretching back for millennia. A D'ken is expected to obey the Elders' dictates, which are designed to promote the harmony and well-being of everyone within the sept. The Elders must approve (and will often select) an individual's choice of mate and occupation. Since the well being of the sept is reflected by that of its members, the choice of the Elders will rarely be odious. Still, a D'ken can leave his sept at any time. Few take this step lightly — joining (or rejoining) a sept is far more difficult than leaving, requiring the unanimous decision of the Elders and a lengthy adoption ordeal.

Humans are welcomed in Ikaris and in the other D'ken arcologies scattered along the shores of the White Sea, and the company of off-worlders will be eagerly sought out by the ever-inquisitive aliens. But visitors should take care to bring ear protection — a single D'ken's native speech is both beautiful and painful to the human ear, and the noise in the arcologies of Ikaris can be exquisite agony! Modulating ear plugs which do not interfere with normal (human-language) levels of conversation are available at the starport for \$50; an A cell powers them for six weeks. Humans without ear plugs have -3 on all skill rolls, and must make HT+2 rolls every five minutes or suffer temporary (1d hours) or permanent hearing loss (on a critical failure).

The M'mentha

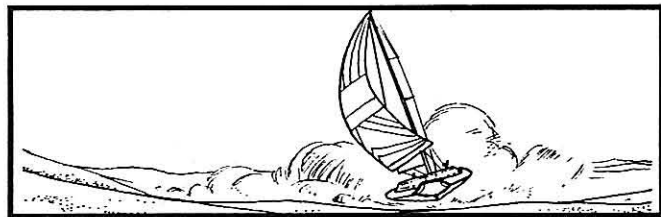
Azrael's other inhabitants, the M'mentha, are a proud, independent people, prizing the freedom of the open desert and the unique traditions of their culture. They are fierce believers in democracy, with no bureaucracy and scant respect for political (rather than scientific or cultural) figures; they have little private property, beyond what fits in a single dust yacht cabin, nor do they own land or houses; it is a M'mentha saying that no one

owns the vast desert. Use of Azrael's resources is carefully managed by the common vote of the nomad people.

Realizing they risked inadvertent political or economic assimilation by the alien D'ken, the pragmatic M'mentha voted to establish a planetary corporation, each nomad owning a share in the company. Hunter Industries was ostensibly dedicated to developing a synthesis of D'ken and human technology, but it was really intended to smoothly integrate Azrael into interstellar society without disrupting nomad culture. Under shrewd leadership, it was successful in both aims; the D'ken septs have shown a preference for dealing with human economies through Hunter Industries, and the nomads' corporation has risen to the stature of a small multistellar, making Azrael a center of trade and technological research on the Federation frontier.

M'mentha society is now a complex, decentralized melange of ancient customs and high technology. Nomad life still centers around the dust yacht, a sleek hybrid of hovercraft and sailing vessel, home to a single extended family. Traveling in convoys of 20 or 30 yachts, they follow the migrating herds of kangaroo-like Skreg, shielding them from vicious Sand Kraken and using their meat and long-haired hides for food and textiles. Most find time for other traditional pursuits — the nomads' abstract sandstone sculptures and Skreg-hair rugs are known throughout the Federation; so is the beauty and skill displayed in their sword dances and the music of their great wind-harps.

Though traditional pursuits are part of daily life, all citizens are expected to devote time to working for Hunter Industries. A few nomads work in corporate facilities, either on Azrael or off-world. But since every dust yacht now has a sophisticated computer with access to the Hunter Industries and the D'ken orbital comsat system, much of the day-to-day administration — and even scientific research — required to run a multistellar is done while sailing on the open desert.



Adventures on Azrael

Argosy. The PCs are commissioned by a wealthy art collector to locate Argus Kynelach, a renowned nomad artist and sword dancer. The adventurers must journey across the planet via dust yacht to rendezvous with Kynelach's caravan. They have to negotiate with the eccentric sand sculptor for the rights to his masterwork, the Desecration of the Soul. The catch is that the travelers arrive right in the middle of a nomad celebration; Kynelach is a traditionalist, and he will only part with the work if the visitors prove themselves by performing the Dance of the Poisoned Swords . . .

Alien Espionage. D'ken technology is especially advanced in computers, and in conjunction with Hunter Industries and the Institute for Mental Evolution, they are rumored to be designing an AI that is not only sentient, but also *psionic*! The PCs are hired by Matsai Corporation (see *Achamandra*, p. 12) to break into the D'ken project designer's offices in an Ikaris arcology and steal the plans. But inside the alien maze that is a D'ken city, will the burglars even *find* their target?

PLANETARY RECORD: Azrael (Noah I)

Planet type: Earthlike
 Diameter: 6,150 miles
 Gravity: .7 G
 Density: 5.0
 Composition: Medium-Iron
 Axial Tilt: 12°
 Seasonal Variation: Minor
 Length of Day: 26 hours
 Length of Year: 19.4 days/.05 Earth years

Atmosphere

Pressure: .65 (thin)
 Type and Composition: Nitrogen 70%, Oxygen 26%, others 4%
 Climate: Hot
 Temperatures at 30° latitude: Low 93°, Average 113°, High 133°
 Surface Water: 6%
 Humidity: 9%
 Primary Terrain: Desert

Mineral Resources

Gems/Crystals: Ample
 Radioactives: Scarce
 Industrial Metals: Plentiful
 Organics: Ample
 Rare Minerals: Scarce
 Heavy Metals: Plentiful
 Light Metals: Ext. Plentiful

Moons

One large moon (Argus)

Biosphere

Dominant life form: Marsupial herbivores (skreg), desert plants
 Other significant life forms: Sand Kraken — see description

Civilization

Population(s): 3.7 million M'mentha (PR 6); 4.1 million D'ken (PR 6)
 Tech Level(s): 10
 Control Rating: 2
 Society: M'mentha — family-oriented democratic corporate state;
 D'ken — class system
 Starports: Class V at Ikaris, Class IV at Hunter Industries post
 Installations: Hunter Industries HQ, orbital spaceport, Federal
 Ranger training camp in desert (hostile environment training)
 Economic/Production: Exports advanced electronics, D'ken technology; imports food, rare minerals and radioactives

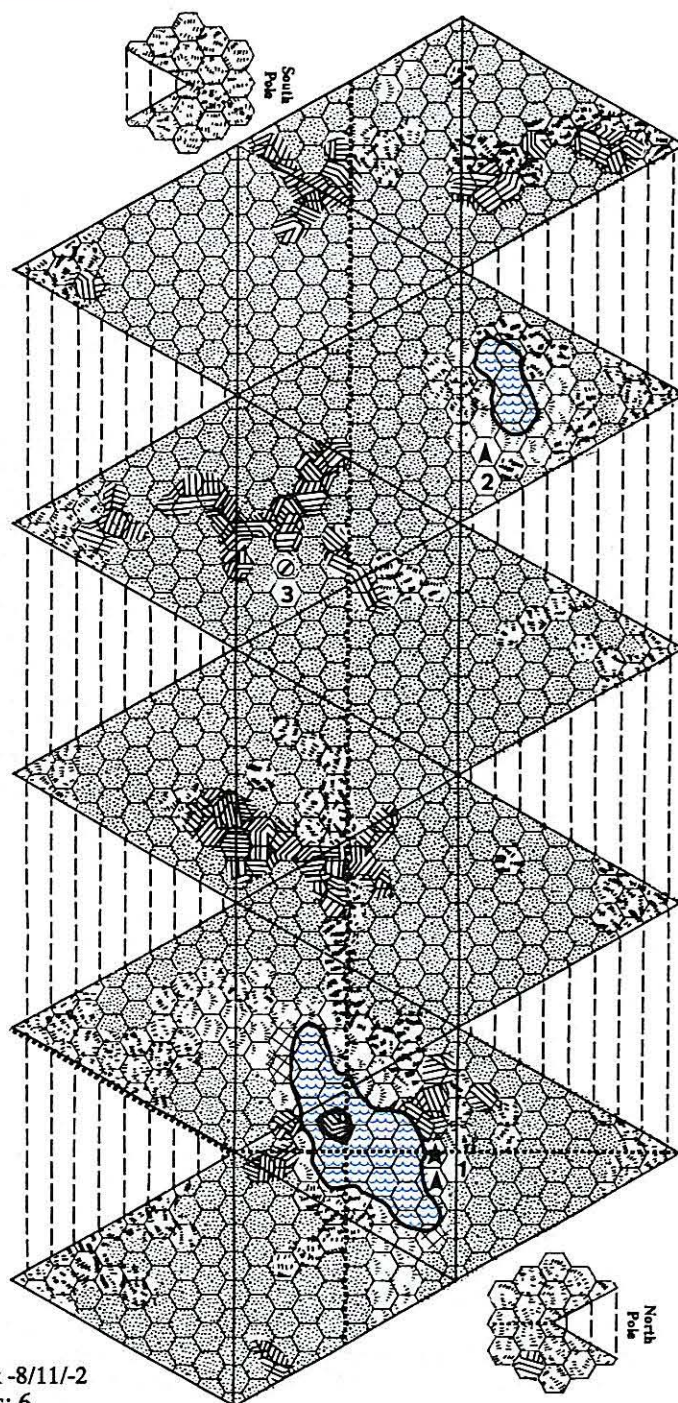
Other Notes

Map Key: 1. Ikaris 2. Hunter Industries 3. Ranger camp

System Information

Star Name: Noah
 Biozone: .1 to .2
 Type: MV O
 Inner Limit: 0.0
 Location: Phoenix -8/11/-2
 Number of Planets: 6

Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Azrael	.1	Earthlike	6,150	5.0	.7	Oxygen-Nitrogen	Detailed above
2. Jacacta	.5	Greenhouse	7,900	4.6	.83	Carbon-dioxide	No recorded landings
3. Sirrocco	.9	Rockball	2,300	5.2	.27	Trace reducing	—
4. —	1.7	(empty orbit)	—	—	—	—	—
5. Nineveh	3.3	Iceball	2,600	4.1	.24	trace nitrogen	—
6. Jezebel	6.5	Gas giant	51,000	2.1	2.45	Hydrogen	No moons
7. —	12.9	Asteroid belt	—	—	—	—	Mining colony
8. Kynelach	25.7	Iceball	1,200	1.5	.04	None	No reported landings



Beehive (Matrix I)

A world of arid steppes and rugged mountains, Beehive was discovered almost simultaneously by Federation and Domain Survey teams. Both powers claimed the system, but after a series of hasty, indecisive skirmishes, it was declared an open world under joint administration, with a treaty limiting each side's military presence to a small regiment of troops. Most of the inhabitants are farmers, but Beehive is better known as the source of the unique M'kar crystals. A few years after the planet was colonized, it was discovered that the rose-colored crystals found in the planet's M'kar mountains were natural psi-amplifiers. With each crystal worth tens of thousands of credits, the allure of the mind jewels has attracted thousands of independent prospectors.

Nicknamed "hive-rats," the crystal seekers have given Beehive its reputation as a wild frontier world. Hunting mind jewels requires skill in Prospecting or Geology, and a good chemscanner; on average, a skilled hive-rat can find one strike every few months. It is as dangerous as it is lucrative, for the M'kar mountains are also the home of the Xyshini, a deadly species of possibly sentient pseudo-insectoids. Unwary prospectors who venture to close to a Xyshini nest-tower are lucky to escape alive. Rival prospectors pose another threat — though Beehive is jointly policed by Federal Rangers and Phoenix Guards, they are usually too busy watching each other to care what goes on in the mountains. Claim jumping is common — even otherwise-honest Federation prospectors may think little of hijacking a Domain crystal seeker's mine; deaths can easily be blamed on Xyshini, particularly if no body is found.

M'kar Crystals

Found in natural caverns in the M'kar mountains, these psi-enhancing crystals occur in clusters of up to a half-dozen, hanging like stalactites from the roofs of caves. Individual M'kar crystals are roughly the size and shape of knife blades; while they are almost as hard as gemstones, their composition is organic rather than mineral.

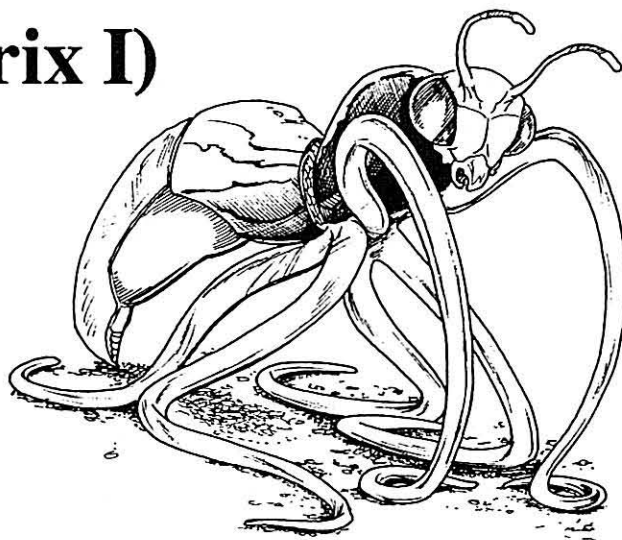
M'kar crystals are natural psi-amplifiers. Any psionic touching one while using a psi ability has his effective psionic power increased by 5 levels. However, the sudden surge of power is often difficult to control, and skill is *decreased* by 5. Furthermore, any critical failure on a psionic skill roll results in a psychic backlash, knocking the psi unconscious, causing 4d damage and shattering the crystal!

The price of mind jewels depends on the market; assuming psis are legal but rare, the major buyers will be governments, wealthy psis, and psionics institutes — \$25,000 may be paid for a single unflawed crystal. If the campaign contains psionic *technology* (such as psi scanners), M'kar crystals may be vital components in their manufacture, increasing their value.

Xyshini

ST: 12	Move/Dodge: 6/6	Size: 1
DX: 12	PD/DR: 3/1	Weight: 170 lbs.
IQ: 8	Damage: 1d-1 imp*	Origin: SF
HT: 13	Reach: 1	Habitat: M

* Can also bite for 1d-1 cut in close combat. If their sting penetrates DR, roll vs. HT-2 or take 1d damage and be paralyzed for a number of hours equal to the amount the HT roll was failed by.



The dominant native life form on Beehive, the Xyshini, have been described as wingless, tentacled wasps spun from stained glass. Bisexual omnivores, Xyshini are somewhat larger than humans, with iridescent skin. Their segmented bodies have six tentacled limbs, two of which are usable as arms at any one time, and a nasty scorpion-like stinger. Their heads are insectoid, except for their powerful squid-like beaks.

No one has yet determined whether the Xyshini are truly sentient, or merely highly organized. They are not tool makers, though their tentacles could easily manipulate tools, but they are excellent builders and burrowers, erecting towers out of stones and wood with the aid of a gum-like secretion produced by the females. A typical mountain-top nest is a group of three to five conical towers up to 30 feet high, linked by hidden tunnels and inhabited by 100 or more Xyshini.

Sometimes nests will war on each other, and woe to the humans caught in the middle! Xyshini foraging parties attack almost any living thing they can find (including humans), dragging their prey back to their towers after paralyzing it with their sting. Some nests breed native animals for food or milk; old hive-rats tell horror stories of prospectors who were stung and awakened to find themselves trapped in a nest's food pens . . .

Adventures on Beehive

The Lost Mine. The adventurers are hired by a woman who inherited a map disk from her dead hive-rat uncle. The disk gives the location of a cavern full of mind jewels — on the sparsely settled eastern continent, where no jewels have yet to be found! For a share in the profits, she invites the PCs to accompany her to Beehive to find it — if it's still there. The only hitch is that her uncle talked about the trove, and his old rival hopes the party will lead him and his men to the treasure.

Rescue from the Hive. People are vanishing from High Range, a town near the M'kar foothills. Some folks blamed those Domain hive-rats who shot up the town last week, until the Rangers ran them off. But then Abbie Kray found a round, smooth tunnel that came up under his barn and led off into the hills, and realized that it was nothing *human* that took the missing settlers . . .

Evolution? An old prospector has come into town, saying Xyshini wiped out her party, which is nothing new, except that she claims they were armed with clubs and primitive spears — tipped with M'kar crystals! Is this just the ravings of a drunken hive-rat, are the aliens more advanced than anyone thought, or is someone *teaching* them to make weapons?

PLANETARY RECORD: Beehive (Matrix I)

Planet type: Earthlike
 Diameter: 6,420 miles
 Gravity: .69 G
 Density: 4.7
 Composition: Low-Iron
 Axial Tilt: 18°
 Seasonal Variation: Mild
 Length of Day: 80 hours
 Length of Year: 6.3 days/.05 Earth years

Atmosphere

Pressure: .81 (standard)
 Type and Composition: Nitrogen 76%, Oxygen 20%, Argon 4%
 Climate: Warm
 Temperatures at 30° latitude: Low 74°, Average 96°, High 116°
 Surface Water: 45%
 Humidity: 39%
 Primary Terrain: Marsh

Mineral Resources

Gems/Crystals: Plentiful
 Radioactives: Plentiful
 Industrial Metals: Plentiful
 Organics: Plentiful
 Rare Minerals: Ample
 Heavy Metals: Scarce
 Light Metals: Ext. Plentiful

Moons

Two small moons (Toby and Claire)

Biosphere

Dominant life form: Xyshini, mountain ecology, grasses
 Other significant life forms: Tentacled "rock squid" — mountain herbivores, Terran livestock

Civilization

Population(s): 17.3 million (PR 7)
 Tech Level(s): 9 (10)
 Control Rating: 2
 Society: Joint administration — Federation/Domain colony
 Starports: Class IV at Unity
 Installations: Federation Ranger and Survey bases at Unity, Phoenix
 Guard regiment at Unity
 Economic/Production: Exports grain, meat (beef, goat, lamb and poultry), M'kar crystals; imports luxury goods

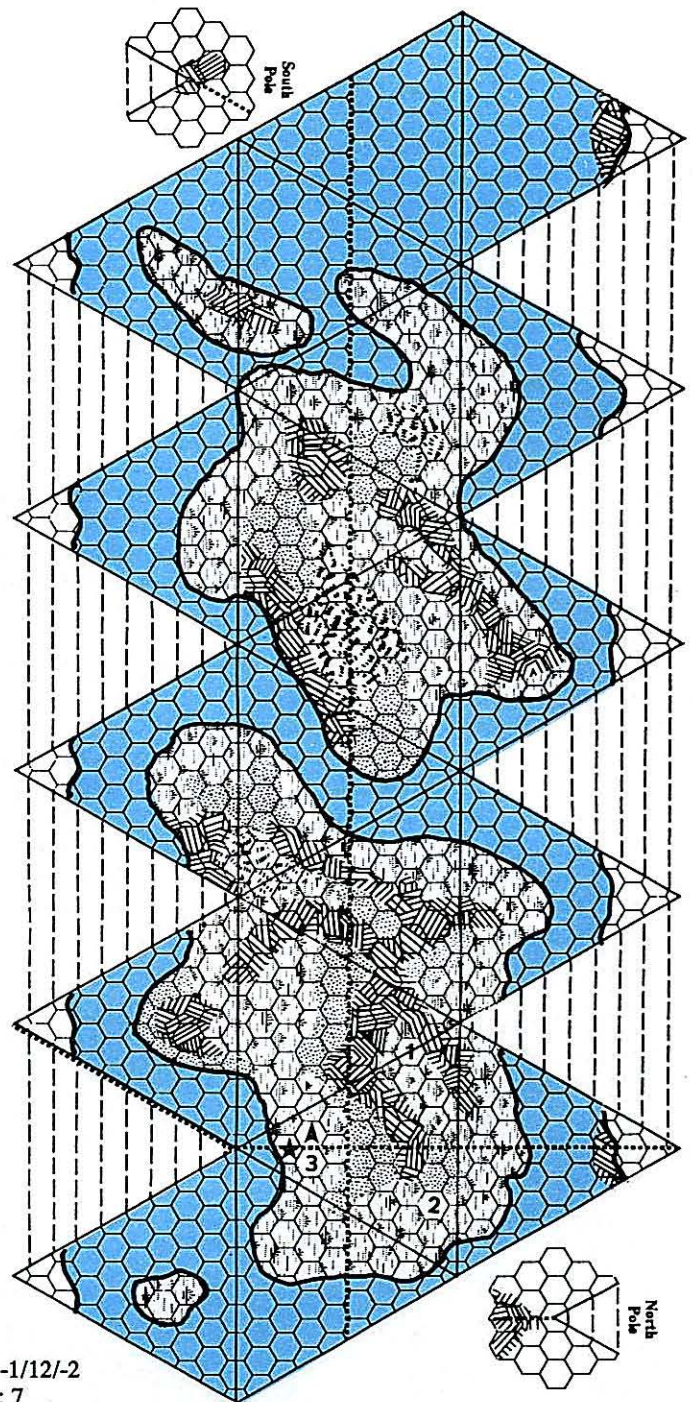
Other Notes

Population is 60% Federation, 40% Domain
 Map Key: 1. M'kar Mountains 2. High Range 3. Unity

System Information

Star Name: Matrix
 Biozone: .1 to .2
 Type: M6 V
 Inner Limit: 0.0
 Location: Phoenix -1/12/-2
 Number of Planets: 7

Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Beehive	.1	Earthlike	6,420	4.7	.69	Oxygen-Nitrogen	Detailed above
2. Shante	.4	Hostile Terr.	5,700	4.0	.5	Hydrogen	Retrograde orbit
3. Pearl	.7	Gas Giant	78,000	1.7	3.0	Hydrogen-Helium	Very beautiful
4. Obligation	1.3	Rockball	4,000	5.2	.47	Trace Fluorine	No recorded landings
5. Trinket	2.5	Gas Giant	40,000	5.2	4.7	Hydrogen	Faint ring
6. Last Chance	4.9	Iceball	1,900	3.1	.13	Trace Methane	No recorded landings
7. Nightingale	9.7	Gas Giant	45,000	2.2	2.6	Hydrogen-Methane	Oort belt



Cenotaph (Ozymandias VII)

A burned-out planet orbiting a white dwarf, Cenotaph is the infamous “planet of no return” where the heavy metal mines in the Domain penal colony of Helgard kill 80% of all prisoners within their first six months.

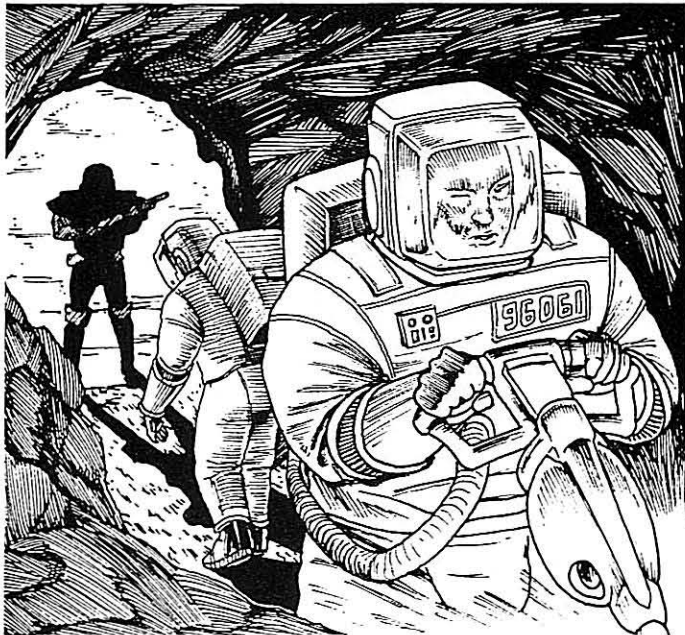
Cenotaph was once an inhabited planet, apparently the site of a Precursor installation. Perhaps other planets in the system were as well, but since the inner worlds were evaporated when the star became a red giant, no one will ever know.

Beneath Cenotaph’s star-scorched rocks is an endless maze of stone and metal corridors, chambers, and shafts left by its ancient builders. A few strange artifacts have been, and continue to be, found, but mostly the passages and rooms are empty. No sign of their builders remains, leaving the labyrinth a haunting monument to the forgotten race who created it.

Archaeologists have guessed that Cenotaph was originally a Precursor mining colony. Certainly the world is rich in rare earths and heavy metals, and the existing labyrinth makes mining operations far easier than it would be otherwise. With its network of tunnels already in existence, Cenotaph’s ancient mines are the primary source of rare minerals for the Phoenix Domain’s industrial worlds.

The surface of Cenotaph is cold, airless and barren. The mining colony is underground, occupying part of the alien maze, which has been pressurized for human habitation. The colony, though livable, is chilly, but the majority of the ancient tunnels, as well as those new shafts and galleries dug by the Domain miners, are airless and require a vacc suit to survive.

While the upper levels of the labyrinth are reasonably safe, the deeper mines possess a high level of background radiation. Since protecting the workers or making extensive use of robotics would mean an unacceptable increase in operating costs, the mines are worked by slave labor — political prisoners, spies and common criminals.



Helgard Colony

Helgard is a penal colony rather than a jail; there are no guards on the planet, only prisoners. A Domain naval base keeps watch from orbit, and once a month, heavily-guarded shuttles

land at each of the seven main airlocks to remove the ore. Every unit of ore that is delivered to the guards is exchanged for one day’s supply of food, power, water, and air — so if half the prisoners fail to meet the quota, the shuttle delivers only half the necessary consumables, and people begin to starve . . .

Most of Helgard is divided into gang-run territories. There are seven major gangs, each claiming a territory beneath one of the shuttle ports. Their power is based on control of the supplies, but some smaller gangs exist deeper in the labyrinth, trading the ore they mine for food. Gang territories have a feudal structure, with the majority of their inhabitants laboring for a few bosses and their henchmen. After all, why should a gang-boss work and die in the mines when he can force someone else to work twice as hard in his place? While their subjects labor like serfs, most bosses live in relative luxury with the pick of the food and personal harems; they rarely set foot in the deeper tunnels.

Miners work two or three four-hour shifts per day; the more brutish are armed with clubs and chains and act as guards or foremen for the rest, but all are equally exposed to radiation and other hazards. Each week someone spends in the mines, roll against HT (or HT+2 if a guard); failure means the loss of 1d-2 (but at least 1 point) HT due to radiation poisoning and exhaustion. Health lost this way loss does not recover normally, but at 1 HT per week spent out of the mines (most bosses allow one week in three of kitchen duty or the like to recuperate). A roll of 17 or 18 means loss of 1 HT *permanently*.

Adventures on Cenotaph

Sentenced to Hell. PCs convicted on a Domain world may be sentenced to life on Helgard instead of death. Most gangs interview new prisoners for useful skills (Physician, Prospecting, etc.). Newcomers may try to impress the interviewers; reaction modifiers like Charisma and Savior-Faire may be helpful here. Those who fail, or who rub a gang boss the wrong way, are left to starve in the mines . . .

Artifacts. Not all the Precursor rooms were discovered by Domain archaeologists. On a critical success on a Prospecting roll, GMs may decide that a tunnel has cut through into an undiscovered Precursor room! Most are strange, empty chambers, but tales are still told of the Achamandra Lady, a Federation prisoner who found a working Precursor weapon in the mines, and used it to escape.

Breakout! Once in the airless tunnels, hiding from the gangs is easy, but finding food and oxygen is more difficult. *Escaping* is almost impossible! The only ways off-world are the supply shuttles, and they will not land till the prisoners are in their tunnels. Combat-armored troops with bioscanners carefully check ore crates to make sure no prisoner has stowed away while the shuttles cover them with mounted Gatling lasers. A suicidal rush might take a shuttle, but the surviving prisoners would still have to avoid being shot down and capture a ship with FTL drive . . . A rescue mission is more likely to be successful, but Cenotaph is in a restricted system, and any ships lacking proper ID must run the gauntlet of the naval base’s defenses and somehow find the correct prisoner in the labyrinth.

The Biggest Boss. Gang boss Chimon wants to unite all of Helgard under one rule. By stockpiling food he has accumulated enough supplies to feed soldiers rather than miners. Joining his forces gives a serf a chance to escape the mines. Will the PCs serve or oppose him, and what kind of society will he create if he wins?

PLANETARY RECORD: Cenotaph (Ozymandias VII)

Planet type: Rockball
Diameter: 6,470 miles
Gravity: .91 G
Density: 6.2
Composition: High-Iron
Axial Tilt: 10°
Seasonal Variation: Minor
Length of Day: 28 hours
Length of Year: 564,622 days/1,803 Earth years

Atmosphere
Pressure: 0 (none)
Type and Composition: None
Climate: Frozen
Temperatures at 30° latitude: Low -300°, Average -290°, High -280°
Surface Water: 0%
Humidity: 0%
Primary Terrain: Barren plains, mountains, craters

Mineral Resources
Gems/Crystals: Ample
Radioactives: Ext. Plentiful
Industrial Metals: Plentiful
Organics: None
Rare Minerals: Plentiful
Heavy Metals: Ext. Plentiful
Light Metals: Ext. Plentiful

Moons
None

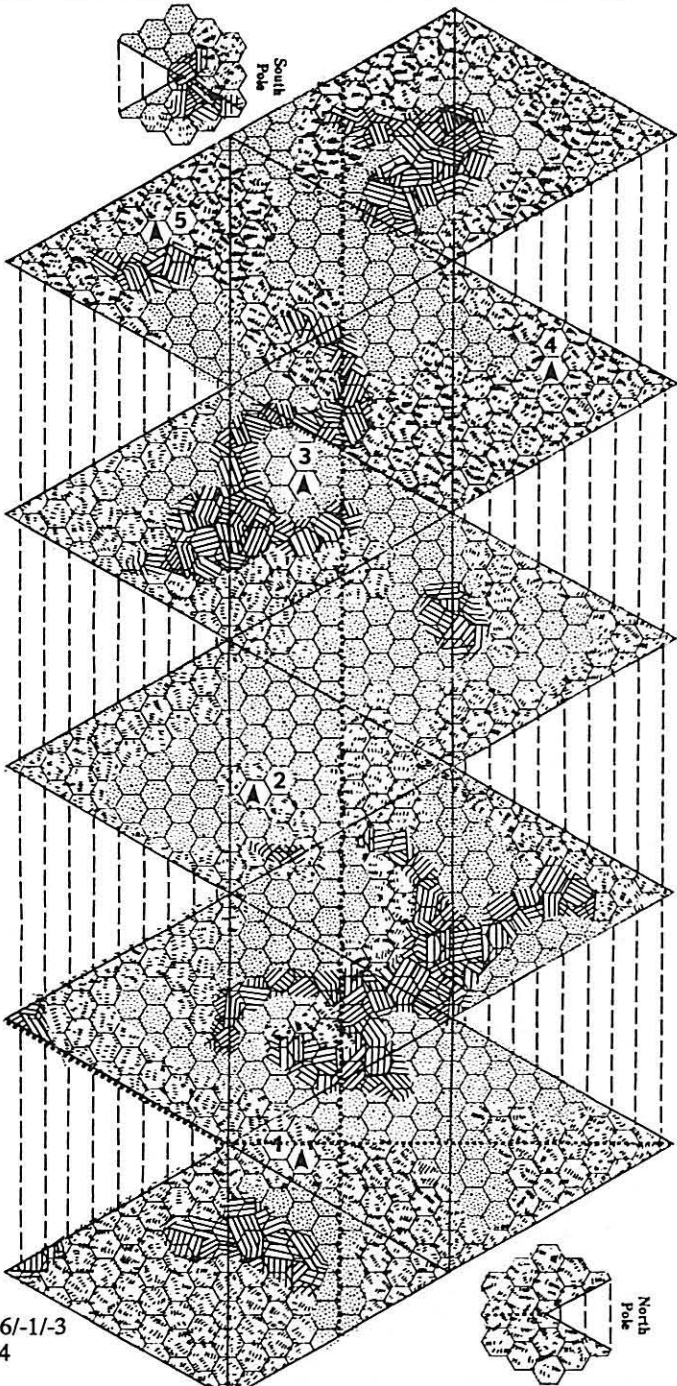
Biosphere
Dominant life form: None
Other significant life forms: None

Civilization
Population(s): 72,000 inmates (PR 4)
Tech Level(s): 3 (10)
Control Rating: 0
Society: Penal colony run by prison gangs
Starports: Five class II at airlocks
Installations: Orbiting Naval base (Charon), Helgard penal colony and Precursor tunnels
Economic/Production: Exports metals; imports food and supplies

Other Notes
Shuttle ports #1-5 contain airlocks to underground labyrinth

System Information
Star Name: Ozymandias
Type: White Dwarf
Inner Limit: 0.0
Location: Phoenix 16/-1/-3
Number of Planets: 4

Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. —	.5	—	—	—	—	—	Vaporized
2. —	.85	—	—	—	—	—	Vaporized
3. Changeling	1.2	Terrestrial	4,250	4.8	.46	Dense reducing	Jovian Core
4. Netherworld	1.9	Iceball	2,100	2.2	.1	Trace Methane	Jovian Core
5. Desolation	3.3	Rockball	4,800	3.7	.4	None	—
6. —	6.1	(empty orbit)	—	—	—	—	—
7. Cenotaph	11.7	Rockball	6,470	6.2	.92	None	Detailed above



Chelsea (Brittania III)

Chelsea is a densely populated Federation world, close to the Domain border. Its climate is uniformly cold and wet, tending more toward constant drizzle and clammy fog than torrential downpours. A founding member of the Federation, Chelsea's standard of living is among the highest in the Federation, a benefit of cheap fusion power and extensive robotic industries. The world has a mixed agricultural-industrial economy, but its citizens are better known for their scientific expertise in medicine, bioscience and psychology. Most citizens of Chelsea are highly educated, with universal college-level education (not just on Chelsea, but to off-world institutions like the University of Achamandra) paid for by the planetary government for anyone who desires it.

Many biotech and medical corporations are based on Chelsea. The largest is Biotech Orion, one of the Federation's most successful multistellars. Although most of its income comes from patents held for improved food animals and plants, Biotech also manufactures wonder drugs and TL10 Panimmunity vaccine, and it is rumored to be on the verge of a breakthrough that will make Sensaskin possible. A leader in human genetic engineering, the corporation is most famous for its sponsorship of the parahuman project on Winterjewel. Many people are uneasy at the idea of practicing genetic engineering on humans, and they extend this distrust to Biotech Orion. Protest demonstrations outside Biotech labs are common, and extremist factions of the Human League have even engaged in terrorist actions against Biotech Orion facilities. As a result, security at Biotech facilities is both visible and oppressive, which only serves to blacken their public image further.

Chelsea is also the home of the enigmatic Institute for Mental Evolution. The Institute's goal is to foster development of psi powers in humanity; see the adventure suggestions for Abbadon (p. 18) and Estremerine (p. 38) for some of its interests. It is large and well funded, but because of prejudice against psionics (not shared by most Chelseans, who would love their children to gain mental powers) is somewhat secretive in its activities. Nevertheless, it is an excellent place to gain psionic training, and offers scholarships to gifted researchers and potentially powerful psis.

Because Chelsea is directly across the border from the Phoenix Domain, it is a favorite target of Domain raiders and "pirates." Some 30 years ago, during a border conflict with the Domain, Chelsea was attacked by the main Domain battlefleet and the Federation squadron stationed there was utterly destroyed. The Phoenix Guard landed on the planet in strength and defeated the marine garrison and local militia, but rather than surrender, the citizens waged a fierce campaign of guerrilla warfare against the occupying forces. Before the Federation navy could counterattack, the Ilshani invasion took place, forcing the

Domain to withdraw its forces to counter the alien threat. But the people still nourish a deep hatred of the invaders. Any native of Chelsea reacts at -3 to citizens of the Phoenix Domain, and at -6 to members of the Domain's armed forces.

The inhabitants of Chelsea have not forgotten their lesson and support a strong Federation military while maintaining a large and well-equipped Planetary Guard — the only one which actively conscripts citizens. The Chelsea Guard is equipped to almost the same standard as regular troops, and every able-bodied adult citizen must serve for at least one month every year.

Chelsea is a participatory democracy, with computerized voting on all issues of consequence; local politics are active and noisy, but reasonably clean. Chelsea's citizens see themselves as a reflection of the ideal of Athenian democracy, citizen soldier-philosophers, the elite of the Federation. However, many Federation citizens from other worlds consider them overly arrogant, and characters from Chelsea have a -1 Reputation as snobs. The Chelsea legislature has sometimes considered itself above the dictates of the Federal Senate — for example, foreign policy is strictly a Federation matter, and mercenary companies are illegal in the Federation, but there have been rumors that the Chelsea Guards have covertly provided "volunteers" to serve on Shiva and Winterjewel, planets where the natives are rebelling against Domain oppression. If true, this is a violation of the Federation Charter . . .

Adventures on Chelsea

Psi-High. The Institute for Mental Evolution has been testing experimental psi-drugs on volunteers. The drugs greatly boosted psionic powers, but also caused acute paranoia. One subject used her enhanced powers to escape the confinement chambers and flee. Because of the bad publicity this would generate, the proper authorities have not been informed; the Institute wants to employ the PCs as freelance operatives to track down and retrieve the subject unharmed. Unfortunately, while she was a moderately skilled telepath and psychokinetic before, she is *incredibly* powerful now, and no one knows how long the drug will take to wear off — if at all.

Down and Dirty. After a series of mass demonstrations and attacks against his labs, the regional director of Biotech Orion decides to go on the offensive against the Human League. The PCs are hired as an unofficial "dirty tricks" team to strike back. Operations may include breaking into Human League offices to find evidence linking them to arson or vandalism against the company, blackmailing Human League politicians and tapping into their computers and communications. The characters will be provided with ample funds and special equipment. Of course, such activities are highly illegal, and if the hirelings are caught, the director will deny any knowledge of their actions.



PLANETARY RECORD: Chelsea (Brittania III)

Planet type: Earthlike
 Diameter: 8,900 miles
 Gravity: .98 G
 Density: 4.8
 Composition: Low-Iron
 Axial Tilt: 9°
 Seasonal Variation: Minor
 Length of Day: 20 hours
 Length of Year: 688 days/1.57 Earth years

One hex = 623 miles

Atmosphere

Pressure: 1.0 (standard)
 Type and Composition: Nitrogen 72%, Oxygen 24%, others 4%
 Climate: Cool
 Temperatures at 30° latitude: Low 29°, Average 46°, High 62°
 Surface Water: 60%
 Humidity: 85%
 Primary Terrain: Swamp, hills

Mineral Resources

Gems/Crystals: Scarce
 Radioactives: Ample
 Industrial Metals: Ample
 Organics: Plentiful
 Rare Minerals: Ample
 Heavy Metals: Scarce
 Light Metals: Plentiful

Moons

One large moon (Erie)

Biosphere

Dominant life form: Transplanted Earth ecosystem, livestock
 Other significant life forms: Primitive native plants and sea animals

Civilization

Population(s): 5.6 billion (PR 9)
 Tech Level(s): 10
 Control Rating: 3
 Society: Athenian democracy
 Starports: Class V at Locke, Class IV Naval base in orbit
 Installations: Naval base, Biotech Orion corporate HQ, Institute for Mental Evolution (psionic studies)
 Economic/Production: Exports biotechnology, electronics; imports heavy metals, high-tech products, luxury food items

Other Notes

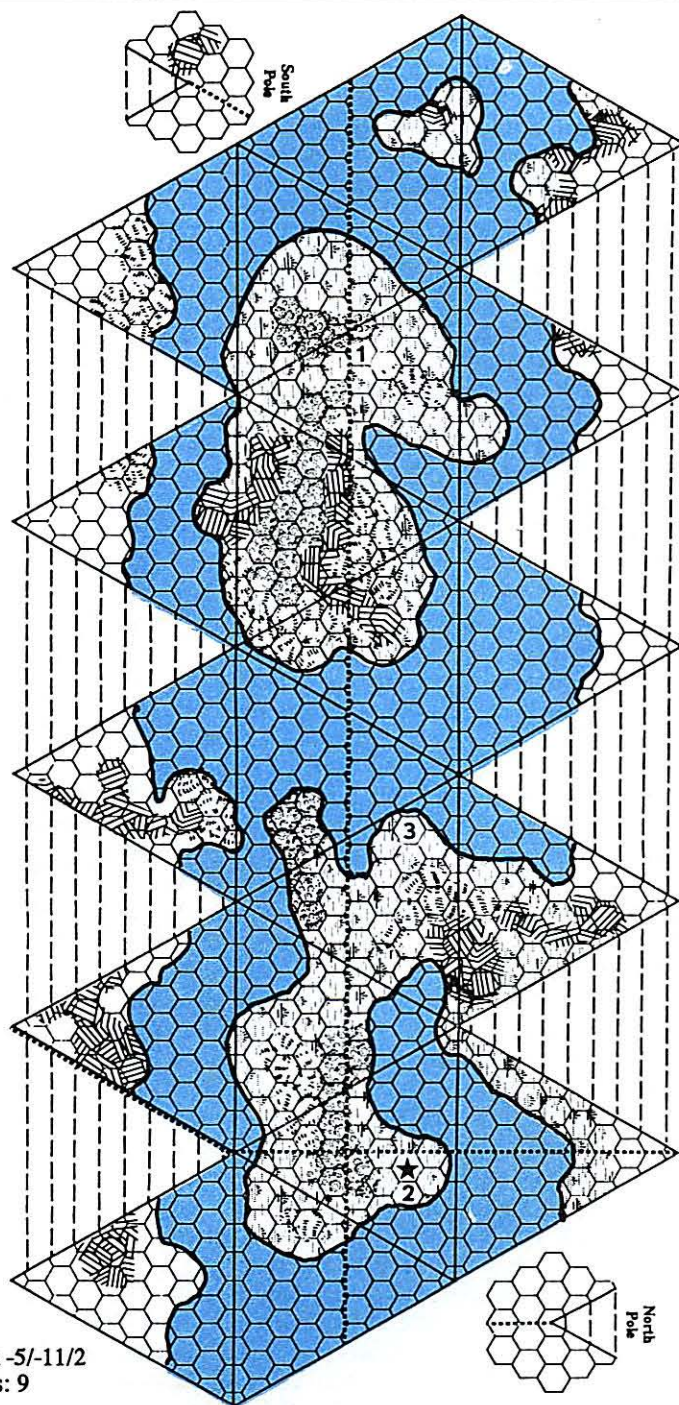
Map Key: 1. Biotech Orion 2. Locke (capital) 3. Demosthenes (IME Headquarters)

System Information

Star Name: Brittania
 Biozone: .8 to 1.2

Type: G9 V
 Inner Limit: 0.0

Location: Phoenix -5/-11/2
 Number of Planets: 9



Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Bristol	.4	Hot Rockball	2,200	3.9	.2	None	—
2. Kensington	.8	Greenhouse	6,800	4.9	.76	Superdense CO ₂	No recorded landings
3. Chelsea	1.2	Earthlike	8,900	4.8	.98	Oxygen-Nitrogen	Detailed above
4. —	2	(empty orbit)	—	—	—	—	—
5. Nottingham	3.6	Hostile Terr.	7,600	4.4	.76	High Oxygen	Science base
6. Wembly	6.8	Gas Giant	71,000	1.8	2.9	Hydrogen-Methane	Many moons
7. Manchester	13.2	Gas Giant	20,000	2.3	1.05	Hydrogen	Spectacular ring
8. Salisbury	26	Rockball	3,000	3.5	.24	None	—
9. Orkney	51.6	Rockball	4,300	3.8	.37	Trace Ammonia	Artist's colony
10. Wight	102.8	Iceball	2,900	2.7	.17	Trace Methane	No recorded landings

Colossus (Tangerine II)

A huge world with extensive shallow seas, this Federation colony was settled three years ago by both normal humans and water-breathing Medusans (see p. 44); it is the only joint human/parahuman planet in the Federation. The colonization effort was sponsored by Lungold and Medusa in consort with the Medusa-based Caithnard Enterprises corporation. The human settlers established themselves on the east coast of the central supercontinent, and the Medusans have constructed several undersea towns just off shore.

Except for its heavy gravity, Colossus is a pleasant Earthlike planet. Its soil is rich and fertile, and while there is little in the way of industrial minerals, it has extensive reserves of petrochemicals and lighter metals. The major industries are farming and animal husbandry (both on land and underwater), but the colonists have been working hard to establish an industrial infrastructure, and underwater petroleum (for plastics) and mining operations are underway to support it. With no dangerous wildlife, and ample funding, all initial studies indicated that the colony could become self-supporting within a decade. They were completely wrong . . .

Since it began, the Colossus colony has been plagued by mysterious accidents and violent political opposition. The racist Human League (see sidebar, p. 8) has opposed Federation funding for the Colossus colony since its inception, feeling that humans and parahumans working on the same planet is a very bad precedent to set. When it appeared that it would be a success, the Human League was aided by Federalist senators from Cornwall and Chelsea, who have their own grudges against Medusa and Lungold.

Before they intervened, one of Colossus' major sources of income was megapearls. Harvested by the Medusans from creatures similar to giant tentacled oysters, these large and beautiful pearl-like gems glow softly in the dark in a variety of colors, and soon became highly fashionable among the elite of the Federation. An average pearl is worth up to \$10,000. Megapearls were a major export until last year, when the colony's foes in the Senate forced legislation which has halted their sale in the Federation, ostensibly until a study is completed on potentially harmful long-term effects of their radiation; the colonists have found alternate markets on the Domain resort world of Timos, but tariffs are high and the legislation was a major blow.

As well as political opposition, the colonists have been plagued by other problems. The colony's expensive weather satellite network suffered a series of mysterious malfunctions. Despite careful decontamination procedures, a nasty intestinal parasite native to Cornwall infected over half of the livestock brought to the planet. High-G exoskeletons purchased by the human colonists (from a Matsai subsidiary) proved to be faulty, and their replacements were diverted to Chelsea — a "shipping error" for which the company apologized. But for six months the colonists and their children had to work unsupported in 1.5 Gs.

Individually, these incidents could have been due to incompetence or bad luck, but in conjunction with the political opposition, many now suspect deliberate sabotage, perhaps by the same extremist groups within the Human League that lobbied for re-

strictive legislation. The GM can decide for himself who is responsible.

Things continue to grow worse. The most recent blow to the colony was the outbreak of the Blue Plague on Lungold; all financial support from Lungold was diverted to the relief effort, and with the Colossus colonists cut off from their major backer, the colony is currently surviving on a shoestring budget. Necessary funding for further expansion of the colony has been tied up in the Federation Senate while its "poor viability" is discussed in committee. Privately, many colonists are beginning to agree, and some have decided to return to their home worlds. Of course, for those from plague-ridden Lungold, going home is not an option. And others have begun to consider desperate measures . . .



Adventures on Colossus

The New Frontier. Many of the original technical personnel quit when Lungold pulled out and the money dried up. Skilled specialists — doctors, explorers, technicians and especially security personnel — are urgently needed by the colony; troubleshooters with numerous skills and talents are greatly appreciated. Although the colony is low on money, they can pay in generous land grants and can also offer qualified PCs positions of responsibility if they decide to stay with the colony.

Because the colonists are short-handed, adventurers will find themselves in widely varying situations: one week they might be prospecting in the mountains in exoskeletons, and the next find themselves wearing artificial gills and living and working underwater with the Medusans, assembling a deep-sea geothermal core tap. Exoskeleton and Scuba (unless the PC is a Medusan himself) skill will be necessary, but Caithnard Enterprises will provide free training to otherwise qualified applicants.

The Last Hope. Someone sabotaged the last grain crop, and the colony needs fast, hard cash to buy food supplies to avoid starvation in the coming winter. Unfortunately, the colony is in deep debt, and appealing for a Federal emergency loan would put the final nail in its coffin. So the characters (either because they are reliable, or because the colonial officials suspect traitors in their own ranks) are hired as security, or if they have a ship, as transport for a huge shipment of megapearls, the last harvest of the Medusan colonists. The pearls must be delivered for sale to Timos in the Domain as soon as possible. The deliverers are warned to be wary of hijacking or sabotage. What they don't suspect is that their enemies have tipped off the Dark Lightning corsairs, and a pair of pirate ships is lying in ambush near their destination . . .

PLANETARY RECORD: Colossus (Tangerine II)

Planet type: Earthlike
Diameter: 13,070 miles
Gravity: 1.46 G
Density: 4.9
Composition: Low-Iron
Axial Tilt: 15°
Seasonal Variation: Mild
Length of Day: 21 hours
Length of Year: 179 days/.42 Earth years

One hex = 915 miles

Atmosphere

Pressure: 1.2 (standard)
Type and Composition: Nitrogen 77%, Oxygen 20%, Neon 3%; others 2%
Climate: Earth-normal
Temperatures at 30° latitude: Low 62°, Average 84°, High 109°
Surface Water: 77%
Humidity: 80%
Primary Terrain: Forest, marsh

Mineral Resources

Gems/Crystals: Ample
Radioactives: Scarce
Industrial Metals: Scarce
Organics: Ext. Plentiful
Rare Minerals: Scarce
Heavy Metals: Scarce
Light Metals: Ext. Plentiful

Moons

Three large moons (Dink, Orley, Cotton)

Biosphere

Dominant life form: Complete Earthlike ecology and imported livestock
Other significant life forms: Hedgehog-like creatures and tentacled oysters

Civilization

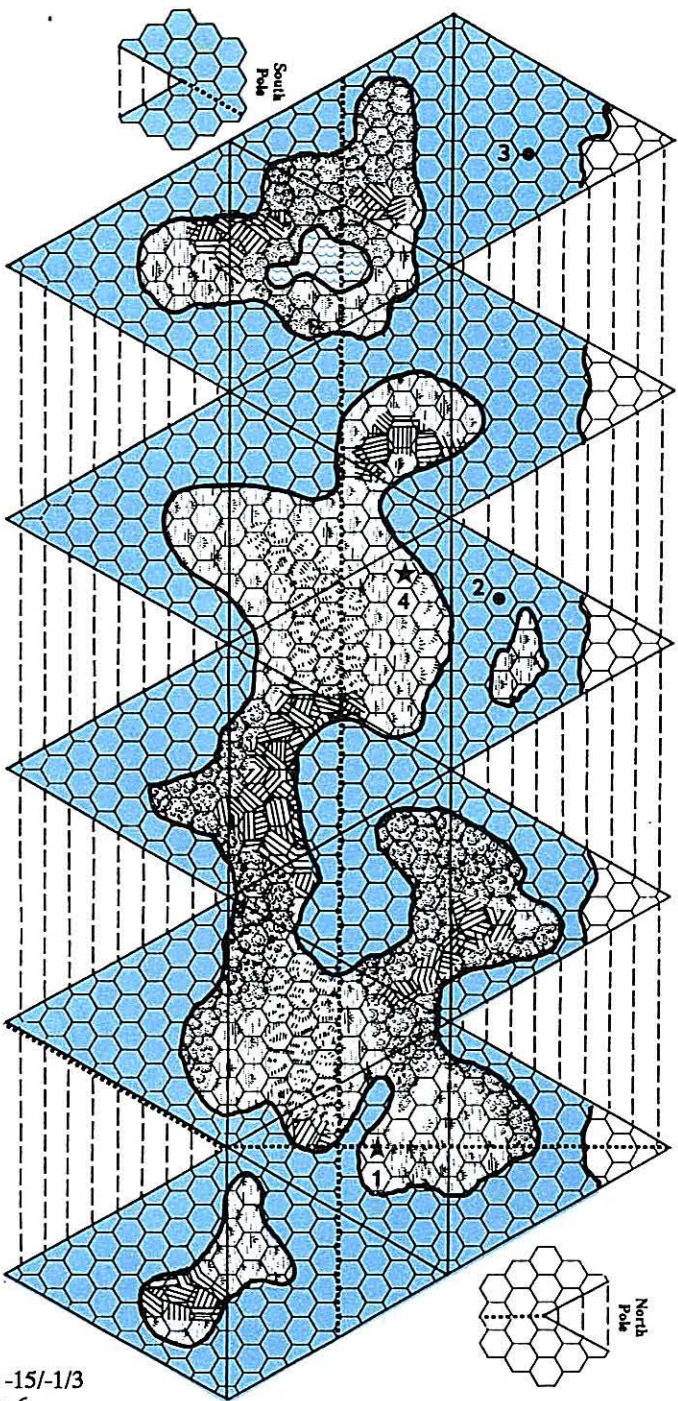
Population(s): 32,000 humans (PR 4), 29,000 Medusans (PR 4)
Tech Level(s): 9 (10)
Control Rating: 2
Society: Representative democracy with close ties to Medusa
Starports: Class III at Megaport
Installations: None
Economic/Production: Exports megapearls, light metals, grains; imports heavy and industrial metals

Other Notes

Map Key: 1. Megaport 2. Wild Reef 3. Geothermal core tap 4. Carrerra (human capitol)

System Information

Star Name: Tangerine
Biozone: .5 to .6
Type: K3 V
Inner Limit: 0.0
Location: Phoenix -15/-1/3
Number of Planets: 6



Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Kyle's Luck	.2	Hot Rockball	5,100	4.6	.53	Dense Chlorine	One recorded landing
2. Colossus	.55	Earthlike	13,070	4.9	1.46	Oxygen-Nitrogen	Detailed above
3. Elephant	.9	Rockball	900	5.0	.1	None	Mining station
4. Trixy	1.6	Iceball	4,050	3.8	.35	Trace Hydrogen	No recorded landings
5. Buttercup	3.0	Gas Giant	27,000	2.7	1.7	Hydrogen-Helium	12 moons
6. —	5.8	Asteroid belt	—	—	—	—	S type
7. —	11.4	(empty orbit)	—	—	—	—	—
8. Vanilla	22.6	Iceball	2,000	2.2	.1	None	No recorded landings
9. Spindrift	45	Gas Giant	19,500	2.9	1.3	Hydrogen-Methane	Rapid rotation

Cornwall (Mannanan I)

Until a few years ago, the ocean planet of Cornwall was something of a Federation backwater, whose major industry was fishing. Many of its citizens were among the Federation's poorest. But the deadly "sea dragons" that infest Cornwall's oceans turned out to be only known source of C'tal, a natural hormone vital for treating the Blue Plague on Lungold. Dragon hunting is now a profitable if dangerous business, and Cornwall's economy has begun to recover.

As well as a vaccine for the Blue Plague, refined C'tal is a highly addictive DX adder; Cabal-sponsored drug smuggling operations have flourished despite the best efforts of the Patrol. Recently, the Federation Survey Service has expressed fears that the sea dragons might be sentient, and have pressed for limits on dragon kills — a view that has proven unpopular with both with senators from stricken Lungold and the now solvent world of Cornwall . . .

Almost all of Cornwall's surface is ocean, with scattered island chains and reefs. Most of the people live in the southern hemisphere on the large island of Morgana and the neighboring isles of the Mac Lir archipelago, but scores of fishing villages are scattered among the smaller islands of the north. Since Cornwall has no higher land animals, the original colonists imported hardy mountain goats and long-haired sheep, which now graze on Morgana's fertile hills. But herding is only profitable on the large isles of the south, dooming northerners to a monotonous diet of fish and processed algae. With competition from larger southern corporations for the domestic market and the great sea farms of Medusa exporting processed seafood and algae products far more cheaply than Cornwall can, many islanders must rely on sea dragon hunting to support their families.

A typical huntership is a 60 foot MHD-powered hydrofoil with a half-dozen crew members, capable of reaching 70 mph using water jet propulsion. The ship mounts a sophisticated passive sonar array and is armed with a pair of Gatling lasers or electromagnetic grenade launchers modified to fire harpoons. Huntership hulls are made of tough composites, with PD 6 DR 50; the average ship can withstand 400 hits of damage before sinking.

Sea Dragons

ST: 120* Move/Dodge: 12/6
DX: 13 PD/DR: 4/8
IQ: 6? Damage: 6d cut
HT: 14/90 Reach: 1-3
* tentacles can grapple with ST 20.

Size: 12 hexes
Weight: 2-3 tons
Origin: SF
Habitat: SW

With its long, snake-like body a sea dragon resembles the legendary sea serpent, except that it possesses three surprisingly dexterous tentacles on either side of the neck. Stories are told of dragons using their tentacles to yank open hatches and grab huntership crewmen, snap radar masts or, in the days before the hunts, rescue drowning pilots from sinking 'copters. Most sea dragons are encountered in small family groups, their hooting cries audible for 5 miles while they are on the surface. Underwater they use natural sonar — dragonsong — for detection and perhaps long range communication. But while they can remain submerged for up to an hour, they are not water breathers and, like whales, must eventually surface for air.

Adventures on Cornwall

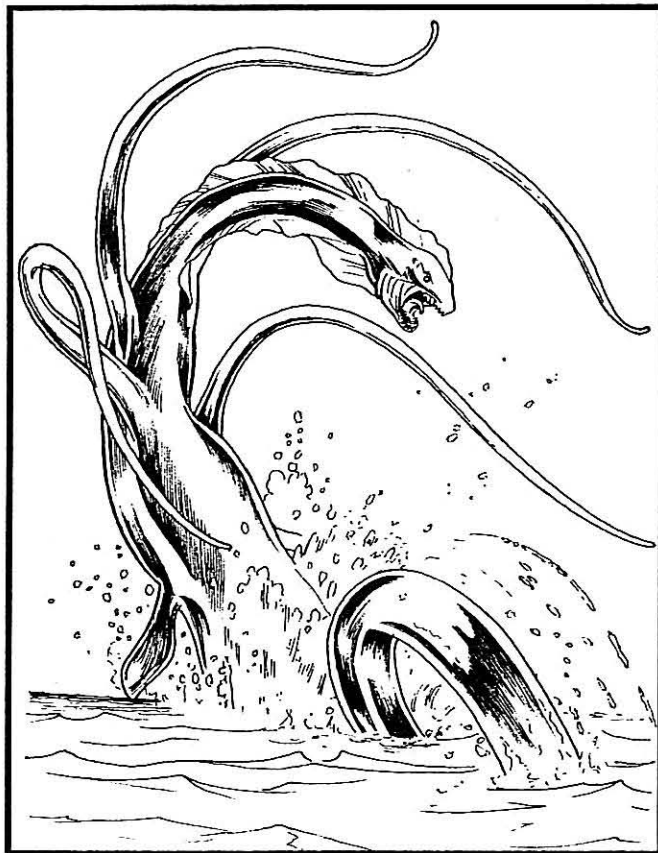
St. George At Sea. A single dragon's C'tal glands sell for \$25,000 each to medical firms, double that on the black market. But dragon hunting is tedious work. Using passive sonar to search for Dragonsong, a ship has a daily chance (roll 6 or less on 3d) of coming into range of a family of sea dragons, but they will only be detected on a successful Electronics Operations/Sensor roll. If they are spotted, the beasts are followed until they

surface. Then it's a quick dash into laser range, requiring a Powerboat skill roll to get in firing position before the dragons spot the ship and dive. Using Gatling lasers against a long-range target usually results in no danger to the hunters — but if the initial sensor roll is failed, the sea dragons will detect the huntership first. They usually run — but some have been known to dive deep, surface next to a ship and attack!

Bring a Big Net. The Federation Survey Service wants to determine if sea dragons are truly sentient. Maybe they send the PCs to capture a pair of sea dragons alive, or escort a quirky telepath to make contact with them. Whatever the scheme, certain parties — fishermen, the Cabal, perhaps even the planetary government — will stop at nothing to see such a venture fail. And if the sea dragons *are* intelligent, how will they react to contact?

Poachers. The Federation has reluctantly imposed a quota on sea dragon kills, but with big profits to be made in both legal and illegal sale of C'tal, many

hunters regularly exceed these limits. Characters might be hired by environmental action groups to report (or scuttle) poachers, they could be part of a Patrol team investigating connections between poachers and Cabal drug smugglers, or find themselves deputized as sheriffs by the Federal Rangers.



PLANETARY RECORD: Cornwall (Mannanan I)

Planet type: Earthlike
 Diameter: 10,100 miles
 Gravity: 1.11 G
 Density: 4.8
 Composition: Medium-Iron
 Axial Tilt: 31°
 Seasonal Variation: Earthlike
 Length of Day: 20 hours
 Length of Year: 48 days/.1 Earth years

One hex = 707 miles

Atmosphere

Pressure: 1.1 (standard)
 Type and Composition: Nitrogen 79%, Oxygen 20%, others 1%
 Climate: Earth-normal
 Temperatures at 30° latitude: Low 60°, Average 80°, High 100°
 Surface Water: 98%
 Humidity: 69%
 Primary Terrain: Ocean and islands

Mineral Resources

Gems/Crystals: Scarce
 Radioactives: Absent
 Industrial Metals: Almost Absent
 Organics: Plentiful
 Rare Minerals: Scarce
 Heavy Metals: Almost Absent
 Light Metals: Plentiful

Moons

One medium-sized moon (Sere) and two moonlets (Gwen and Regan)

Biosphere

Dominant life form: Sea dragon (possibly sentient marine reptiles)
 Other significant life forms: Fish, crustaceans, insects and small amphibians

Civilization

Population(s): 51.7 million (PR 7)
 Tech Level(s): 9
 Control Rating: 1
 Society: Representative democracy
 Starports: Class IV
 Installations: Patrol base (PR 2) monitoring smuggling, Survey base (PR 1), black market smuggling C'tal
 Economic/Production: Farming and fishing; Exports fish and C'tal

Other Notes

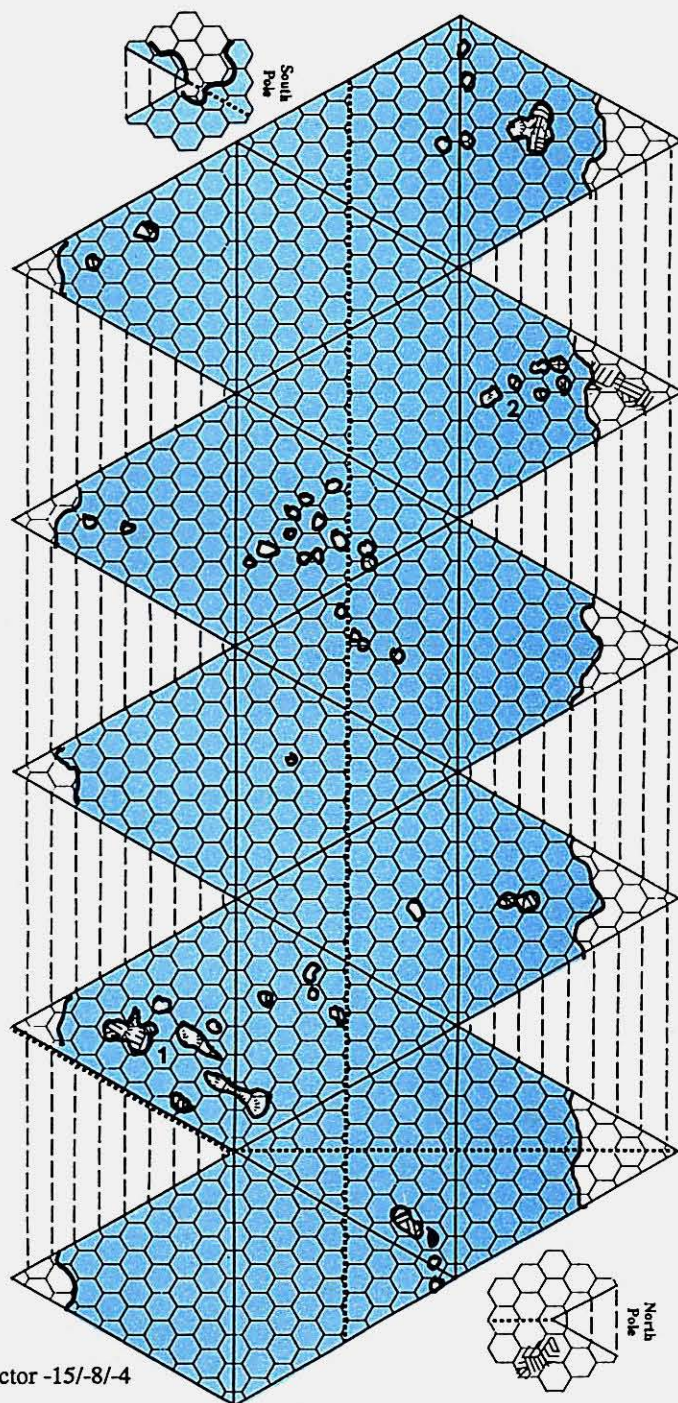
Map Key: 1. Morgana and the Lir Archipelago 2. Survey research base
 Sea dragon glands produce the valuable drug C'tal

System Information

Star Name: Mannanan
 Biozone: .1 to .2

Type: M1 V
 Inner Limit: 0.0

Location: Phoenix Sector -15/-8/-4
 Number of Planets: 8



Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Cornwall	.2	Earthlike	10,100	4.8	1.11	Oxygen-Nitrogen	Detailed above
2. Endorn	.4	Hostile Terr.	5,200	5.7	.68	Dense Chlorine	No recorded landings
3. Isig	.6	Rockball	5,000	2.3	.26	None	Deep caverns
4. —	1	(empty orbit)	—	—	—	—	—
5. Anwyn	1.8	Rockball	6,250	4.7	.67	Reducing	No recorded landings
6. Funeral	3.4	Gas Giant	42,000	2.3	2.21	Hydrogen	Spectacular ring
7. —	6.6	Asteroid belt	—	—	—	—	Mining station
8. Greenland	13	Iceball	3,100	3.9	.28	Trace CO ₂ -H ₂ O	Abandoned pirate base
9. Ilphis	25.8	Iceball	3,200	3.2	.23	Thin Methane	No recorded landings
10. Vanderveck	51.4	Rockball	1,200	4.9	.13	None	Rogue planet

Enlas-Dhu (Einherjar I)

The capital of the Phoenix Domain and seat of its satrap, Duke Osric Rykeshi, Enlas-Dhu is a chilly world orbiting a dim red sun. Its thin atmosphere is polluted by its factories, and many of its inhabitants live in wretched slums. The Duke and his court rule his 2 billion subjects with an iron fist, and though taxes are high and many resent the harsh living conditions, rebellions are quickly and brutally suppressed by the Phoenix Guard. As with other Domain worlds, Enlas-Dhu is a feudal society, but here the distinctions between noble and commoner are more sharply drawn. However, INSEC's secret police informers have infiltrated all levels of society, and even the knights and Barons fear the iron hand of the Duke.

A different side to the world is the High Tiana space habitat, a lush orbital playground for the rich and famous, with luxury hotels, zero-G swimming pools and first-rate entertainment. This is the Enlas-Dhu that Osric likes to show to visitors, especially corporate executives, diplomats and the news media. High Tiana sports the finest quality restaurants and hotels and is so well-known that it draws wealthy travelers from beyond the sector.

More characteristic of the world, however, are the fortress-like condominiums of the lesser nobles, which float like islands in the planet's slums. The planet also features several military bases, most importantly the closely-guarded Sardon Navy Yards, where the new *Lucifer* class of super-dreadnoughts are under construction.

Despite his military power, Enlas-Dhu's ruler still fears a popular uprising, especially if sponsored by rivals in the Domain. To distract the masses' attention from their own situation they are bombarded with constant propaganda vilifying the Federation. Aliens and altered humans are unknown on Enlas-Dhu, and Domain propaganda plays on this, portraying the humans of the Federation as dupes controlled by mutant parahumans and aliens (the D'ken, cousins to the evil Ilshani). Tri-vee shows are filled with Phoenix Guards and the Duke's secret agents struggling against parahuman and Malikithi plots, and hologram posters titled "Know Your Enemy" depicting leering Federal Rangers and Marines exhort citizens to be ready to defend the Ducal realm against spies and invaders. As a result of this effort, Federation citizens receive a -2 reaction from commoners, and parahumans and D'ken receive a -5; even those opposed to Osric's rule will still be nervous of aliens or altered humans, wondering if the stories are true.

Duke Osric

Duke Osric Rykeshi is the ruler of the Phoenix Domain and driving force behind its policies of brutal expansionism. His fa-

ther Erik died in battle against the Ilshani when Osric was ten. The baronial council decided that he was not old enough to claim the Ducal coronet and installed a regency to rule in his place. But the barons proved reluctant to relinquish power when Osric came of age, and it took him several years and much bloodshed to reestablish firm control over the Phoenix Domain, years in which the Federation was ascendant and the Domain divided and weak.

His struggles hardened him. Thirty-five years old, he is ruthless and ambitious, with a streak of cruelty and paranoia, and he bears a grudge against the Federation, especially the D'ken, whom he blames for the Ilshani invasion and his father's death. Now that he has consolidated his power at home, Osric has embarked on a remilitarization program, ostensibly aimed at the growing Ilshani threat but actually focused on the Federation. When his forces are ready, he will strike . . .

Adventures on Enlas-Dhu

Paranoia. As the capital of the Domain, Enlas-Dhu is a frequent destination for Federation diplomats, journalists and merchants. Visitors to Enlas-Dhu are encouraged to stay in sanitized tourist areas such as High Tiana. Visitors leaving these designated tourist zones should walk carefully, and avoid talking with natives or taking pictures of possibly restricted areas. INSEC closely monitors off-worlders, especially Federation citizens — the Duke's secret police see spies everywhere, and even an innocent complaint about Ducal policies to a native might be considered subversion, resulting in a five-year sentence to the prison mines of Cenotaph (see p. 28). INSEC isn't the only danger — the back alleys of Enlas-Dhu's industrial cities are filled with crime, hate and misery; more than one slumming Federation tourist or story-hunting journalist has been robbed, beaten or killed by vicious street gangs who believed Osric's propaganda — or just had nothing better to do.

Infiltration Impossible. A real spy has it even worse. Getting weapons or special equipment past INSEC's state-of-the-art security will be almost impossible, forcing spies to go in with nothing but their wits. While Federal Intelligence maintains a few "safe houses" on Enlas-Dhu, they are in constant danger of infiltration or betrayal. Even so, Federal Intelligence may send skilled agents (or freelancers) to make contact with dissidents, or gain information on factories or military bases — the Federal navy would dearly love to get their hands on the blue prints for the *Lucifer*, for instance. And though assassinations are theoretically against Federation policy, a *really* skilled team may be sent to try for Osric himself . . .



PLANETARY RECORD: Enlas-Dhu (Einherjar I)

Planet type: Earthlike
 Diameter: 6,642 miles
 Gravity: .82 G
 Density: 5.4
 Composition: Medium-Iron
 Axial Tilt: 23°
 Seasonal Variation: Earthlike
 Length of Day: 38 hours
 Length of Year: 38 days/.16 Earth years

Atmosphere

Pressure: .79 (thin)
 Type and Composition: Nitrogen 70%, Oxygen 26%, Argon 4%
 Climate: Chilly
 Temperatures at 30° latitude: Low 19°, Average 38°, High 57°
 Surface Water: 55%
 Humidity: 56%
 Primary Terrain: Steppes, tundra

Mineral Resources

Gems/Crystals: Ample
 Radioactives: Ample
 Industrial Metals: Plentiful
 Organics: Scarce
 Rare Minerals: Ample
 Heavy Metals: Ample
 Light Metals: Ext. Plentiful

Moons

One large moon (Sardon)

Biosphere

Dominant life form: Lower plants — lichen, moss, fungi
 Other significant life forms: None

Civilization

Population(s): 2.5 billion (PR 9)
 Tech Level(s): 10
 Control Rating: 5
 Society: Feudal/dictatorship
 Starports: Three class V at High Tiana, Sardon and Rykeshi
 Installations: Sardon Navy yards on moon, INSEC police HQ, numerous government offices and corporate headquarters
 Economic/Production: Exports high-tech goods, spaceships, weapons; imports food, luxuries

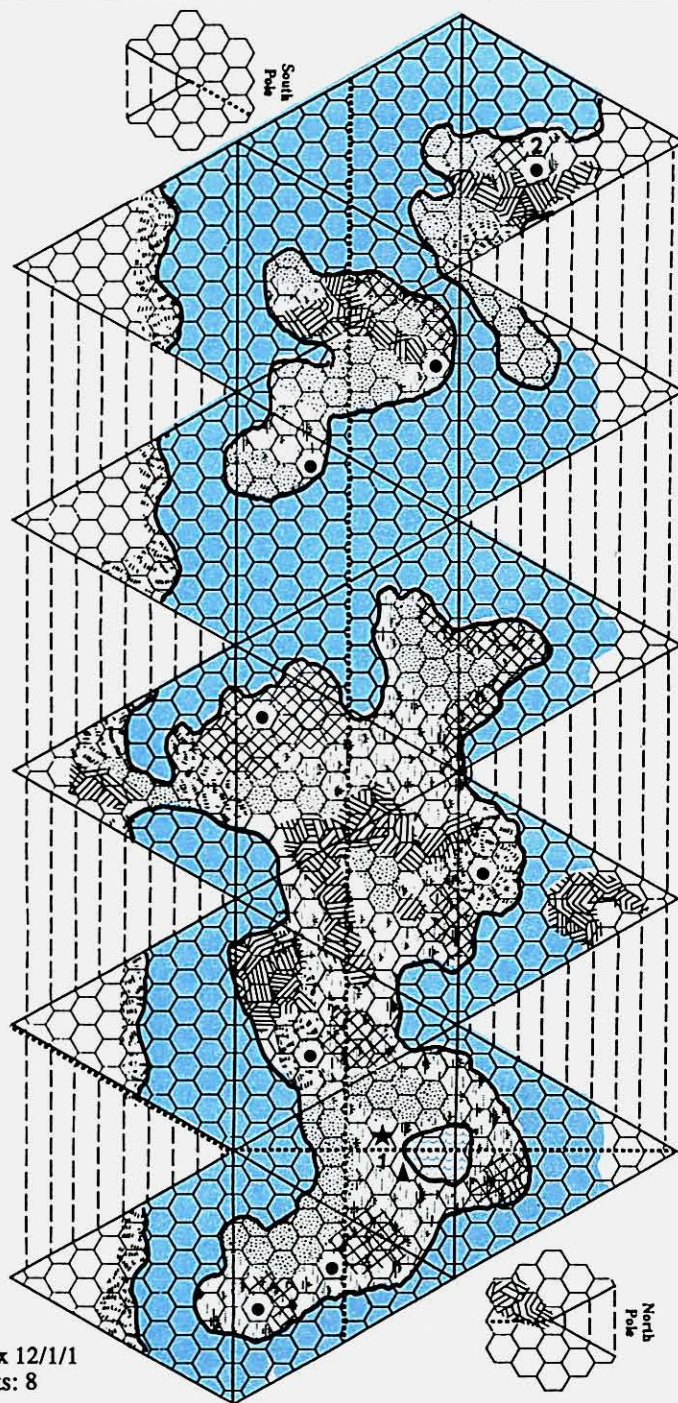
Other Notes

Capital of Phoenix Domain
 Map Key: 1. Ducal fortress and city of Rykeshi 2. INSEC Headquarters at city of Lichfield

System Information

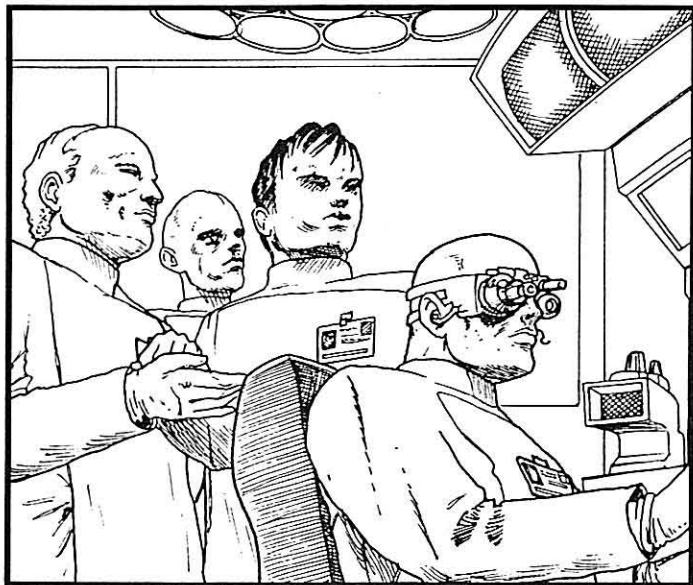
Star Name: Einherjar Type: M1 V Location: Phoenix 12/1/1
 Biozone: .1 to .2 Inner Limit: 0.0 Number of Planets: 8

Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Enlas-Dhu	.2	Earthlike	6,642	5.4	.82	Oxygen-Nitrogen	Detailed above
2. Mordara	.5	Hostile Terr.	5,200	4.0	.47	Dense Fluorine	Summer palace
3. Carculroth	.8	Terrestrial	3,900	4.6	.41	Very thin Oxy-Nitrogen	—
4. Akren	1.4	Rockball	1,200	3.1	.08	None	Navy firing range
5. —	2.6	Asteroid belt	—	—	—	—	Mining colony
6. Vardock	5	Gas Giant	58,000	2.0	2.6	Hydrogen	32 moons
7. Unar-Seth	9.8	Rockball	2,700	3.5	.21	None	Naval base
8. Lammas	19.4	Gas Giant	31,000	1.7	1.2	Hydrogen-Methane	—
9. Spiral	38.6	Rockball	4,700	4.8	.5	Dense Methane	Psonics research lab



Estremerine (Sphinx I)

A small, cold world in a binary star system, Estremerine has a low-pressure atmosphere that is only breathable for short periods without a respirator. Hence, most of the populace lives in crowded, domed cities. An ongoing terraforming project has had some success in warming the chilly climate and liberating oxygen by melting the frozen poles and diverting comets and ice asteroids, and specially tailored bacteria and simple plants have been developed to begin photosynthesis.



Theoretically ruled by its hereditary Count, Estremerine is one of the few planets actually settled by the Domain rather than conquered, and so its populace is freer and better educated than most, and a disproportionately large number of the Domain's technicians and scientists come from Estremerine. Although feudal trappings exist, society is more along the lines of a corporate cartel than anything else. But while the planet's executives put on a united front against off-world competitors, on Estremerine, cutthroat competition and industrial espionage are the norm.

The planet is highly advanced in the biological sciences, perhaps more so than Biotech Orion on the Federation's world of Chelsea (see p. 30). This is partly due to a total lack of scruples — whereas Federation companies must deal with strict safety regulations and the harassment of groups like the Human League, Estremerine scientists have no compunctions about experimenting on unwilling subjects or human DNA, and they have nothing against purchasing experimental subjects from Dark Lightning slavers. The products of the planet's genetics labs are notorious: clone slaves, genetically-enhanced spies and assassins, and killer viruses for the Domain military.

Estremerine is also the headquarters of Rising Phoenix, the Domain's shadowy foreign intelligence and covert operations arm (see p. 12). A measure of its success is that the Federation has little idea of what it is doing; see Medusa (p. 44) and Videga (p. 64) for Rising Phoenix covert operations. Totally lacking in conscience or morality, Rising Phoenix is a power unto itself in the Domain and beyond. There are rumors that Rising Phoenix is the real power behind Estremerine, and the nobles and corporations are merely its puppets. Federal Intelligence has been

investigating rumors that the organization's directors have secret agendas, that their activities are not totally under the control of Duke Osric, and that Rising Phoenix and INSEC are bitter rivals.

Adventures on Estremerine

Phoenix Unmasked. Biotech Orion has heard rumors that one of the black labs of Estremerine is close to making a breakthrough in one of Biotech's major fields, perhaps Sensaskin or advanced Braintaping. The PCs are hired to go to Estremerine and break into the heavily guarded corporate lab. But unknown to them, the corporation they have targeted is actually a front for Rising Phoenix and the project that Biotech Orion wants them to steal is the keystone in a sinister plot against the Federation.

Medea. The back streets of the domed cities — especially the capitol, Medea — are havens for high-tech criminals pandering to nearly every vice imaginable; only on Estremerine, they are legal — for a price. Twisted medics grow new faces for wanted Federation criminals and create designer clones for jaded nobles. Small biotech outfits steal secrets from each other or war among themselves over the lucrative market in selling synthetic narcotics to off-world smugglers, fighting with methods indistinguishable from those of the criminals they supply. PCs may come to Estremerine looking for a specific (and illegal) product, or for well-paid work in the underworld. Industrial espionage is common, and most firms need enforcers and bodyguards — and people are always needed to catch *experiments* that escape from the labs.

Terraforming Blues. Visitors with skills in null-G operations may find work on the ongoing terraforming project — either for the excellent pay, or as Federation Intelligence agents. Job rolls are as per starship crew (see *GURPS Space*, p. 39) but the requirements are any two at skill at 11+ of Free Fall, Vacc Suit, Engineer (terraforming), Pilot (spaceship), Planetology (rock/ice worlds), and Demolition. The pay is a generous \$120 × highest skill level.

Signing on for a three-month contract, the PCs first job goes smoothly enough, zero-G assembly of fragile orbiting solar mirrors to melt the polar ice caps. But just before they complete their last mirror and return to their shuttle, they receive an urgent message — a massdriver-powered ice asteroid is off-course and not responding to transmissions; instead of maneuvering itself into polar orbit, the asteroid is going to crash into Estremerine's inhabited regions — no other ships are in a position to intercept it, so with only minutes left before it strikes the planet, the characters are ordered to board the asteroid with their shuttle craft, enter the station, rescue the crew (if they are still alive), and set the massdriver's fusion power plant to self-destruct, diverting the asteroid's course. Not only must the heroes race against time to perform their tasks before the asteroid enters atmosphere — but they must also deal with whatever happened to the *original* crew . . .

Lab Rats. Characters who are caught violating the law on Estremerine may find themselves sold to one of the black labs as experimental subjects, "volunteered" to test new drugs, brain implants, or bionic augmentations. If a PC is experimented on, this is a good excuse for him to acquire new abilities (such as activation of latent psi powers) — especially if the experiment worked *too* well, and the prisoner has the power to attempt an escape!

PLANETARY RECORD: Estremerine (Sphinx I)

Planet type: Terrestrial
Diameter: 5,400 miles
Gravity: .53 G
Density: 4.3
Composition: Low-Iron
Axial Tilt: 5°
Seasonal Variation: Minimal
Length of Day: 45 hours
Length of Year: 30 days/.16 Earth years

Atmosphere
Pressure: .2 (very thin)
Type and Composition: CO₂ 90%, Nitrogen 8%, others 2%
Climate: Cold
Temperatures at 30° latitude: Low -5°, Average 17°, High 33°
Surface Water: 6%
Humidity: 22%
Primary Terrain: Barren, arctic

Mineral Resources
Gems/Crystals: Scarce
Radioactives: Scarce
Industrial Metals: Ample
Organics: None
Rare Minerals: Scarce
Heavy Metals: Scarce
Light Metals: Ample

Moons
Three small moons (Gold, Silver, Jillican)

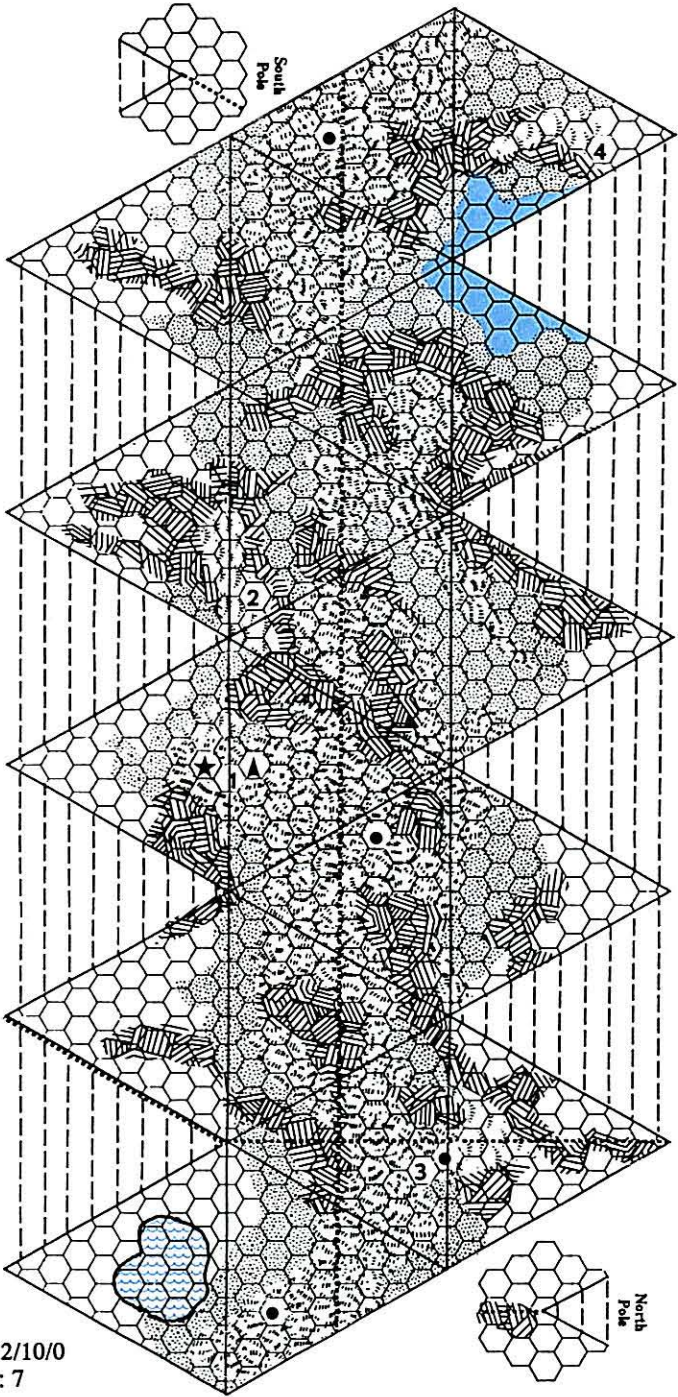
Biosphere
Dominant life form: Bioengineered moss and lichen
Other significant life forms: None

Civilization
Population(s): 230 million (PR 8)
Tech Level(s): 10
Control Rating: 2
Society: Feudal/corporate cartel — populace lives in crowded domed cities
Starports: Class V at Medea, Class II and III at other cities
Installations: Rising Phoenix HQ at Medea, numerous small corporate HQs
Economic/Production: Exports — biotechnology, computer software, electronics; Imports — food, minerals, manufactured goods

Other Notes
Map Key: 1. Medea (capital) 2, 3, 4. Terraforming projects

System Information
Star Name: Sphinx
Biozone: .1 to .2
Type: M4 V
Inner Limit: 0.0
Location: Phoenix 2/10/0
Number of Planets: 7

Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Estremerine	.2	Terrestrial	5,400	4.3	.53	Very thin CO ₂	Detailed above
2. —	.4	(empty orbit)	—	—	—	—	—
3. Carousel	.6	Rockball	6,800	4.8	.74	Thin high Oxygen	—
4. Maewen	1.0	Gas Giant	26,000	1.3	.77	Hydrogen-Methane	Big red spot
5. Avery	1.8	Rockball	2,000	5.1	.23	Trace CO ₂	No recorded landings
6. Tylestra	3.4	Gas Giant	81,000	1.8	3.3	Hydrogen	Faint ring
7. —	6.6	Asteroid belt	—	—	—	—	Terraforming base
8. Jillican	13.0	Gas Giant	35,000	2.5	2.0	Hydrogen	17 moons
9. Whisper	25.8	Iceball	4,500	3.7	.38	None	Naval base



Fiobrachne (Jebediah II)

When the criminal House of Kenjal was defeated by the rival Five Systems Cabal, its ruling Families and their servants fled in exile to distant Fiobrachne. They found a world of icy glaciers, immense volcanoes and violent storm-swept seas. Fiobrachne's atmosphere was tainted with volcanic ash and sulfur vapors unbreathable without a filter, but it was reasonably Earthlike, unsettled, and most importantly, far from the regular spacelanes. The exiles had found a new home.

Fiobrachne is an independent world dominated by the Kenjal, a religious sect that follows a hereditary caste system. The ruling caste consists of those families who have inherited one of the 204 Great Names. Most Great Name holders — about 50,000 — control large households with dozens of servants and numerous economic holdings, and even the poorest are wealthy in comparison to the rest of the populace. All of the Great Names are Status 1+; they have the right to vote in the Hall of Names and can be elected to hold official government positions.

There is no middle class; the remaining 1.5 million citizens are the Nameless (Status -1) and are neither permitted to vote nor own property. They must accept the patronage of a Great Name to live, becoming part of the name-bearer's household. While patronage is the equivalent of serfdom, strict laws punish abuse of the Nameless. Since it is legal to leave the patronage of one household and join another with proper notice, most Nameless are treated well.

Religion

The Kenjal are polytheistic, worshipping a large group of deities, collectively known as the Three Hundred Gods. Upon reaching puberty every child must choose a deity as part of the ceremony of adulthood, adopting the god that best suits his or her nature. That choice is symbolized by the donning of a mask representing the deity's aspect, whether it is the wolf's head of Anikasi, the tusked cat-mask of Sehburu, the classic beauty of golden-eyed Lilth or another of the Three Hundred Gods. From that night onward the sacred mask is worn at all times, and the wearer makes a conscious effort to adopt the mannerisms of the god whose face he or she bears. Before puberty, Kenjal children wear simple silver-white filter-masks with no decoration. Adults wearing this kind of mask are considered imbeciles.



Kenjal Masks

Visitors to Fiobrachne must learn to respect the reality of the masks and what they represent for the Kenjal. A wearer of

Sehburu will share the demon cat's sudden rages and emulate the god's stealth and grace in dance. The assumption of Vor's snarling aspect marks the wearer as greedy and ill-mannered, and those who choose Kaikobran the Trickster's mask will be playful and impetuous, and will of course avoid those who wear the face of his arch-foe Sehburu. The laws of Fiobrachne recognize this; if a chosen of Sehburu killed a wearer of Kaikobran in a quarrel, it would be ruled justifiable homicide.

All masks include a filter, which must be changed weekly (\$25), and eye protection; maskless characters suffer from sulfur-dioxide poisoning (choking, eyes blurring, lose 1 hit/minute on failed HT roll), see p. S74. Masks cost about \$250, though prices vary depending on workmanship; some bejeweled masks worn by the Great Names are immensely valuable. Even the Nameless go masked: it is a strict law of the Kenjal that a patron must provide a mask for any child coming of age under his roof, regardless of caste. If off-worlders wish to remain inconspicuous they may adopt a mask (often Taibar the Traveler, who is always a stranger) for the duration of their visit. Wearing other than a mask of the Three Hundred Gods is a sign of ignorance and considered a dishonor to the gods — causing a -5 reaction from Fiobrachnians. Masked characters are assumed to be native, which could be good or bad . . .

It was only recently that Fiobrachne was contacted by interstellar traders from the Federation, ending generations of self-imposed isolation. Although the planet's inhabitants are mostly fishermen or farmers, they are an artistic people and their metalwork, paintings and tapestries have begun to find a steady market on other worlds. The planet's abundant heavy metal deposits, so far unexploited, have the potential to be a major export. Already some wealthier households among the Great Names have entered into trading contracts with foreign business interests, but others of the Kenjal favor continued isolation, and the matter is still under debate in the Hall of Names.

Adventures on Fiobrachne

Objets d'Art. A wealthy art collector sends the PCs to acquire a jeweled mask she once saw in a hologram, and she will go to any lengths to acquire it. Unfortunately, the mask is an heirloom, sacred to one of the Great Names, and kept in the closely guarded treasury of the House. If it is stolen its owners will stop at nothing to retrieve it.

Finders Keepers. The House of Kenjal had many plundered treasures lying hidden in its vaults, most of which were taken with them into exile. The characters may hear a rumor that some lost relic like the crown jewels of Shiva is on Fiobrachne, waiting to be liberated by daring thieves and restored to its rightful owners or sold for a tremendous payoff.

Bodyguards. An ambitious entrepreneur engages the characters as bodyguards to protect his party as they visit several Kenjal households to gain support for a trade agreement which would grant his company development rights to Fiobrachne's heavy metals. Recently, other visiting merchants have suffered mysterious deaths and he is worried for his own safety, but is unwilling to call off the trip.

Unknown to him, the killers are the Shai-Kalimari, devotees of the Faceless God whose followers are highly skilled assassins permitted by ancient tradition to wear any other god's mask over their own. They have been hired by a conservative faction among the Great Names which opposes off-world exploitation and will go to any lengths to sabotage the visit.

PLANETARY RECORD: Fiobrachne (Jebediah II)

Planet type: Earthlike
 Diameter: 6,700 miles
 Gravity: .77 G
 Density: 5
 Composition: Medium-Iron
 Axial Tilt: 16°
 Seasonal Variation: Minor
 Length of Day: 36 hours
 Length of Year: 96 days/.4 Earth years

Atmosphere

Pressure: .83 (standard)
 Type and Composition: Nitrogen 74%, Oxygen 20%, SO₂ 2%, Other pollutants 4%
 Climate: Cool
 Temperatures at 30° latitude: Low 40°, Average 60°, High 80°
 Surface Water: 35%
 Humidity: 40%
 Primary Terrain: Mountain

Mineral Resources

Gems/Crystals: Scarce
 Radioactives: Scarce
 Industrial Metals: Scarce
 Organics: Adequate
 Rare Minerals: Scarce
 Heavy Metals: Plentiful
 Light Metals: Plentiful

Moons

None

Biosphere

Dominant life form: Primitive fur-bearing mammals
 Other significant life forms: Aquatic mammals, advanced invertebrates (giant squid analogs)

Civilization

Population(s): 7.6 million (PR 6)
 Tech Level(s): 8
 Control Rating: 2 (4 for lower caste)
 Society: Aristocratic caste system ruled by the House of Kenjal
 Starports: Class III at Cybele
 Installations: None
 Economic/Production: Fishing and agriculture; exports art and furs; imports high-tech goods and luxury items

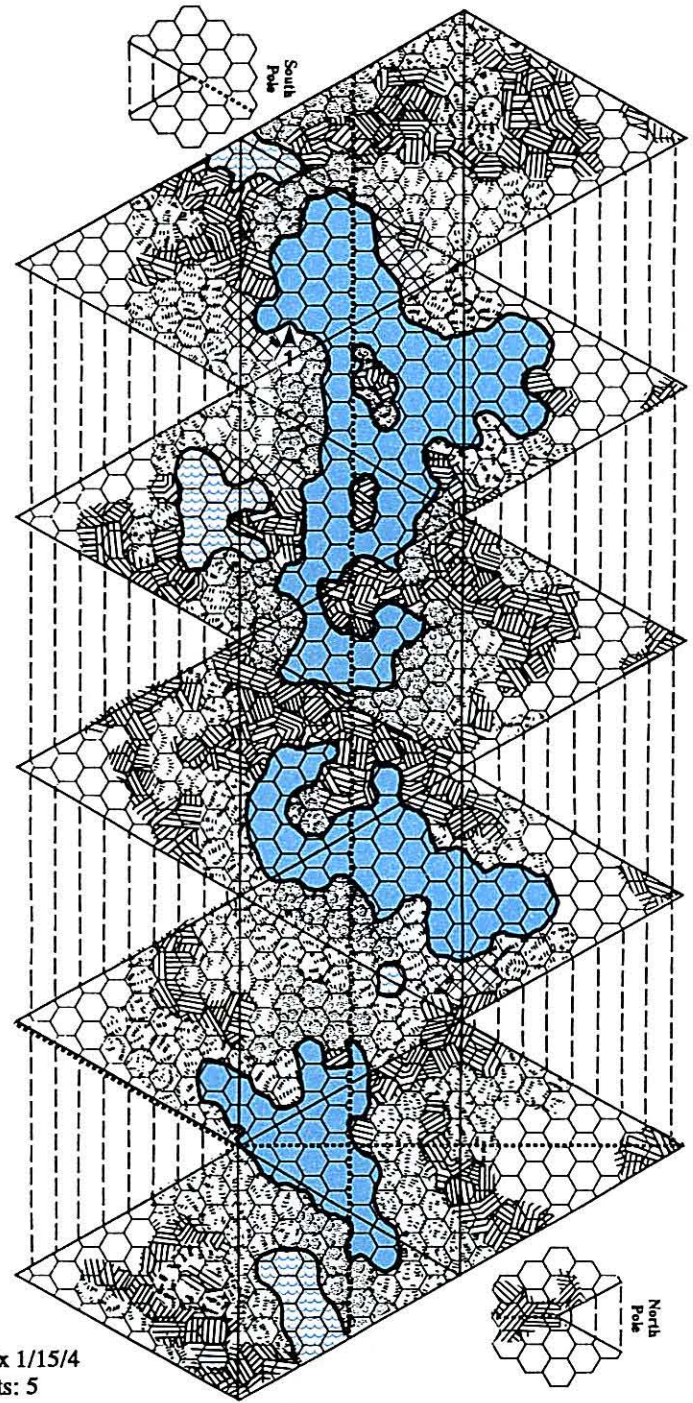
Other Notes

Map Key: 1. Cybele starport
 Large undeveloped heavy metal deposits

System Information

Star Name: Jebediah
 Biozone: .5 to .6
 Type: K6 V
 Inner Limit: 0.0
 Location: Phoenix 1/15/4
 Number of Planets: 5

Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Eriel	.2	Hostile Terr.	2,400	5.8	.31	Dense reducing	—
2. Fiobrachne	.6	Earthlike	6,700	5.0	.77	Polluted Oxy-Nitrogen	Detailed above
3. Vasdra	1	Sm. Gas Giant	15,000	1.5	.51	Hydrogen	—
4. —	1.8	(empty orbit)	—	—	—	—	—
5. —	3.4	(empty orbit)	—	—	—	—	—
6. Sovaz	6.6	Gas Giant	66,000	.8	1.2	Hydrogen-Methane	15 moons
7. —	13	Asteroid belt	—	—	—	—	—
8. Lioth	25.8	Gas Giant	75,000	1.6	2.7	Hydrogen-Helium	—



Lungold (Kestral III)

A thriving industrial world in the core of the Federation, Lungold is home to nearly 5 billion inhabitants, and its orbital industries are on par with those of Avatar. The pride of the system is Matsai Station, a ring shaped antiproton factory 1,000 miles in diameter orbiting the sun. It is the center of the Federation's developing antimatter technology. But just recently, catastrophe struck Lungold: a massive outbreak of the dreaded Blue Plague, long thought extinct. The entire planet has been placed under quarantine by the Patrol and declared a Federation Disaster Area.

The Blue Plague originated on Cornwall years ago, spread by a species of insect. The plague's lethality and contagiousness frightened the Federation, and Cornwall was briefly quarantined. Fortunately the Federation's medical science proved equal to the task; the insect was exterminated, and a vaccine developed. It was thought that the quarantine had been successful and the plague safely contained — until a mutant strain appeared years later on Lungold, a strain immune to the vaccine.

So far millions have been infected; tens of thousands died before it was discovered that antibodies found in Cornwall's native sea dragons could arrest — but not cure — the mutant disease, and only at the price of addiction to the drug C'tal. With extensive Federation aid, some cities are coping, but others have been virtually abandoned. In the worst-hit cities, civilization has totally collapsed and the Interstellar Marines have been called in to restore order.

The Blue Plague

Symptoms: The disease attacks the brain and vital organs; as their bodies fall apart, victims gradually regress to an animal state, suffering memory loss, pain and insanity. Usually 24 hours after the disease is caught, victims start to lose HT and IQ. Roll against HT-3 every 12 hours. Failure means loss of 2 points of HT and 1 point of IQ. Critical failure means madness — the deterioration of the victim's brain is causing Delusions or Paranoia (see pp. B32 & B35) — the GM can choose whatever he feels appropriate. Success means loss of only 1 HT. A critical success indicates that the victim has thrown off the plague. If HT is reduced below half, blue blotches begin to appear on the victim's body, signs of a terminal case. Until the sores appear, the plague is not always evident, and a Diagnosis-2 roll is needed to spot a victim.

Contagion: While originally spread by insects, the plague is also contagious, and after being infected for 24 hours, a victim's

breath is enough to transmit the plague, as is touching open sores on an afflicted person or corpse. Use the Contagion rules (p. B133), but the Blue Plague is especially virulent — all HT rolls are at -3, and Panimmunity and other drugs are only half as effective as usual. Anyone who is infected cannot be infected again by the same virus, but numerous strains of the plague exist on Lungold, so having had it only gives a +2 on HT rolls to resist contamination.

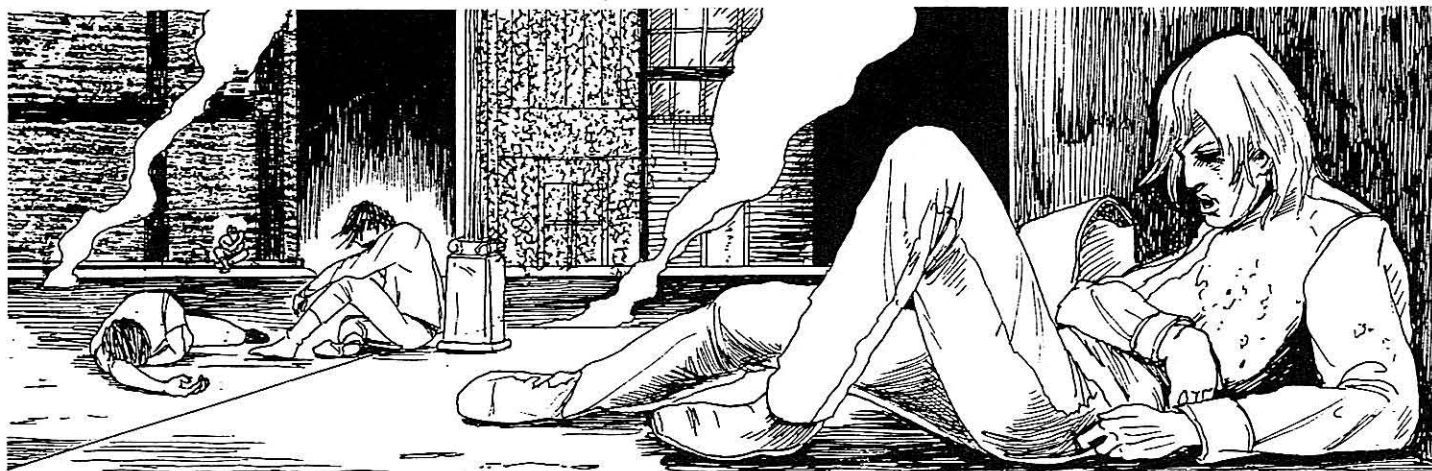
Treatment: Except for C'tal, no drugs are effective against the disease — the only other treatment is to let it run its course. A daily dose of C'tal adds +3 to HT to resist the disease's symptoms and temporarily increases DX by 1, but the DX adder is a dangerous narcotic, and after each dose, roll vs. Will-2 to avoid addiction. See p. B30 for drug withdrawal rules; C'tal is highly addictive, and doses cost \$100 per day. It is free at Federation clinics until a victim is cured, but often there are not enough drugs available, and Lungold is home to a high-priced black market.

Adventures on Lungold

Angels and Devils. Adventurers who have sealed suits (or high HTs) could volunteer to go to Lungold to help with the Federation relief efforts, perhaps secretly hoping to find a friend or relative trapped on the planet. Those lacking scruples may try to slip onto the planet to smuggle C'tal or pillage the abandoned cities — dangerous but lucrative, with Marines ordered to shoot looters and crazed plague victims.

Mission of Mercy. Enforced by Navy gunboats, the quarantine prohibits unauthorized landings (and, of course, takeoffs) from the planet, but merchant characters may find their ship commandeered under Federal emergency regulations to carry food or supplies to Lungold. While all ships are supposedly guarded by Marines, when the cargo is being unloaded a mob of panic stricken (and possibly plague-carrying) refugees breaks through the guards and rushes the ship, demanding to be taken off-world!

Above the Law. The PCs are approached by a very wealthy man whose wife and children were visiting Lungold when the plague struck. He is willing to pay a fortune if the adventurers will somehow smuggle his relatives off-world. Of course, finding them and getting them past the navy blockade will not be easy, but he tells the smugglers that he has access to sealed facilities for his wife and child, so he can assure them that there is no danger of the plague spreading . . .



PLANETARY RECORD: Lungold (Kestral IV)

Planet type: Earthlike
 Diameter: 7,560 miles
 Gravity: .96 G
 Density: 5.6
 Composition: Medium-Iron
 Axial Tilt: 12°
 Seasonal Variation: Minor
 Length of Day: 25 hours
 Length of Year: 819 days/2.3 Earth years

Atmosphere

Pressure: 1.1 (standard)
 Type and Composition: Nitrogen 80%, Oxygen 19%, Argon 1%
 Climate: Warm
 Temperatures at 30° latitude: Low 68°, Average 90°, High 108°
 Surface Water: 80%
 Humidity: 58%
 Primary Terrain: Plains

Mineral Resources

Gems/Crystals: Plentiful
 Radioactives: Ample
 Industrial Metals: Plentiful
 Organics: Plentiful
 Rare Minerals: Ample
 Heavy Metals: Ample
 Light Metals: Ext. Plentiful

Moons

Two large moons (Kartet and Serallo)

Biosphere

Dominant life form: Early mammals and extensive grasslands
 Other significant life forms: Numerous plants, reptiles and sea life

Civilization

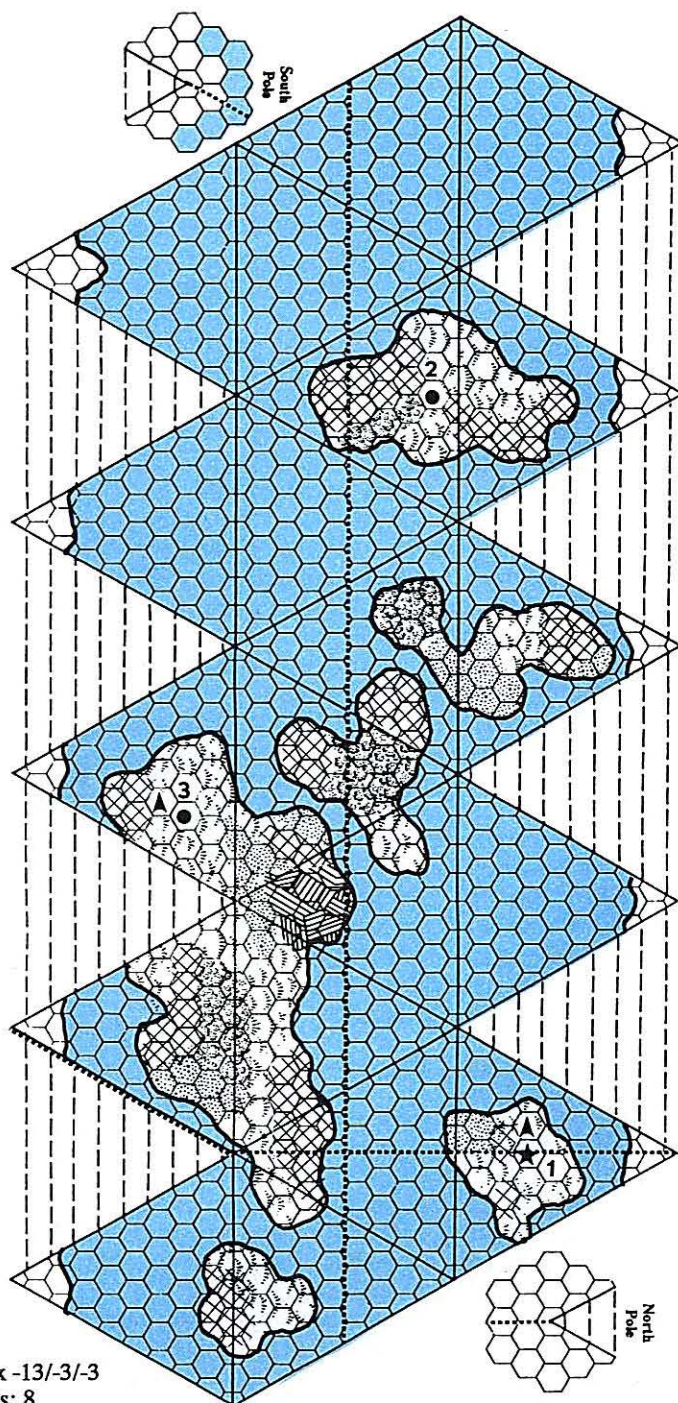
Population(s): 7.2 billion (PR 9)
 Tech Level(s): 10
 Control Rating: 3 (0)
 Society: Representative democracy thrown into anarchy by Blue Plague
 Starports: Class V at Nuada, Class IV at Lugonn
 Installations: Patrol quarantine force in orbit, Marine garrisons in all major cities, extensive orbiting industry, and solar power satellite network
 Economic/Production: Heavy industry and high-tech manufacturing; anti-proton factory orbits star; imports biotech and food

Other Notes

Map Key: 1. Nuada (capital) 2. Dionket (industrial metropolis, untouched by plague) 3. Deserted city of Lugonn

System Information

Star Name: Kestral
 Biozone: 1.6 to 2.4
 Type: F8 V
 Inner Limit: 0.0
 Location: Phoenix -13/-3/-3
 Number of Planets: 8



Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. —	.1	(empty orbit)	—	—	—	—	Matsai Station
2. Mona	.5	Hot Rockball	4,700	5.0	.53	None	Very Hot
3. Donn	.9	Hot Rockball	1,600	6.2	.23	None	High-Iron
4. Lungold	1.7	Earthlike	7,560	5.6	.96	Oxygen-Nitrogen	Detailed above
5. Rild	3.3	Gas Giant	44,000	2.1	2.1	Hydrogen	—
6. Kalapin	6.5	Hostile Terr.	12,000	3.3	.9	Superdense Methane	No recorded landings
7. Celadon	12.9	Gas Giant	60,000	1.5	2.0	Hydrogen-Helium	Faint ring
8. Skaith	25.7	Gas Giant	27,000	2.1	1.29	Hydrogen-Helium	Only one moon
9. —	51.3	Asteroid belt	—	—	—	—	—
10. Rhyme	102.5	Iceball	3,300	3.6	.27	Trace CO ₂	—

Medusa (Lilith II)

Medusa is a tropical waterworld inhabited by parahumans adapted to breathe water. It is a charter member of the Federation and one of the longest-settled planets in the sector. It is a pleasant and beautiful world; at night its oceans sparkle with phosphorescent light, generated by vast schools of luminescent jellyfish that swim near the surface (their weak poison is harmless to humans). Tourists visit its underwater cities of living coral, and its great sea farms help support many non-agricultural worlds like Chelsea, Sunrise and Achamandra.

Using a genetically engineered species of coral, the Medusans create vast, open-reef cities that stretch for miles, often wholly underwater but sometimes rising above the waves. The reefs consist of hollow passages and chambers making homes, factories and shops. Medusan cities are more crowded than most human ones, but the natives seem to like it that way. Families run to 20 or 30 members, with individuals sharing several wives and husbands. Most Medusans are pragmatic, common-sense folk. Religion and mysticism are not popular on Medusa — all citizens are aware of how they, at least, were created . . .

Most Medusans live and work completely underwater, in and around their coral homes. Many herd schools of fish, some are experts at deep sea mining and oil drilling, others work in service industries or manufacturing. The usual means of mass-transportation on the planet are high-speed water-filled monorails which run in evacuated tunnels beneath the sea floor. Medusan-owned space-ships and space stations are also water-filled. Most Federation passenger ships will have a few cabins designed to accommodate the parahumans' needs.

Medusan Parahumans

15 points

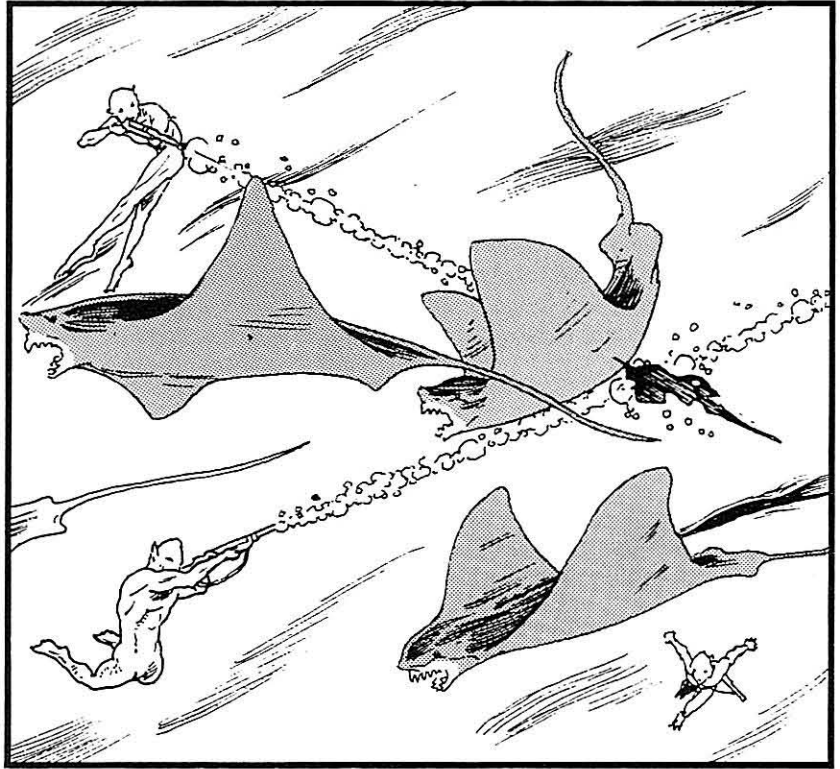
The major modification made to Medusan parahumans is their ability to extract oxygen from water, using gill slits located under their arms. Medusans can still breathe air, but their lungs are less efficient, functioning normally only in dense, high-oxygen atmospheres: treat effective pressure type as one lower, e.g. a Medusan breathing a Standard atmosphere treats it as Thin, with appropriate fatigue penalties (see p. S75).

Mudusans have the racial advantages Amphibious (costs 20 points, allows functioning in both air and water and gives Swimming skill at normal Move), Pressure Support (allowing them to withstand 20 times normal human pressure — 10 points) and Nictating Membrane (15 points). They have the disadvantage of Increased Life Support (they need thick, humid air — -10 points) and they receive a -2 Reaction from most unmodified humans off-world (-10 points). They are also less robust than unmodified humans: -1 to HT (-10 points).

While their faces and bodies are largely identical to unaltered humans, Medusans are totally hairless, and their skin is a pearly silver-gray, with a somewhat translucent look to it. Their ears are larger and shell-like, which gives them normal hearing underwater (but -1 to Hearing rolls on land).

Watersuits. Unless they venture into polar waters, Medusans do not wear clothing on their tropical homeworld. Off-world they usually wear watersuits, modified vacc suits designed to

circulate oxygenated water over their gills; the water must be changed daily. Watersuits have the same characteristics as vacc suits, but are twice as expensive and hard to find anywhere but Medusa; combat-armor versions are also available.



Parasharks

ST: 36

DX: 12

IQ: 4 (7)

HT: 15/30

Move/Dodge: 12/6

PD/DR: 2/3

Damage: 2d imp.

Reach: C

Size: 3

Weight: 1 ton

Origin: SF

Habitat: SW

Nasty native predators, parasharks resemble manta rays with mouths full of razor-sharp teeth; they are named for their habits rather than their appearance. Cruising the oceans in packs of 4 to 8, the beasts are as dangerous as some Earth sea-predators. In parashark-infested waters, a Medusan usually only needs to carry chemical repellent or a blue-green hunting laser to be safe.

Adventures on Medusa

Jaws. Recently the frequency of parashark attacks has increased 50 times! Worse, the beasts are getting smarter, using ambushes and coordinated pack tactics, and they seem immune to chemical repellent. The PCs join the investigation, perhaps as Federal agents or private eyes investigating the death of off-world tourists, or through the urgings of a Medusan acquaintance. After trapping one of the parasharks, they discover that some of the beasts have been genetically modified for increased intelligence. Clues point to a hidden lab in the ocean's depths, either a secret base of the Ilshani Domination, or a nefarious covert operation masterminded by Rising Phoenix. But will whoever is masterminding the scheme allow the investigators to expose it?

PLANETARY RECORD: Medusa (Lilith II)

Planet type: Earthlike
 Diameter: 9,172 miles
 Gravity: 1.05 G
 Density: 5.0
 Composition: Medium-Iron
 Axial Tilt: 27°
 Seasonal Variation: Earthlike
 Length of Day: 26 hours
 Length of Year: 230 days/.68 Earth years

One hex = 642 miles

Atmosphere

Pressure: 1.1 (standard)
 Type and Composition: Nitrogen 78%, Oxygen 21%, others 1%
 Climate: Tropical
 Temperatures at 30° latitude: Low 79°, Average 98°, High 118°
 Surface Water: 99%
 Humidity: 69%
 Primary Terrain: Ocean, a few small islands and reefs

Mineral Resources

Gems/Crystals: Scarce
 Radioactives: Scarce
 Industrial Metals: Plentiful
 Organics: Ext. Plentiful
 Rare Minerals: Ample
 Heavy Metals: Plentiful
 Light Metals: Plentiful

Moons

One small moon (Imp) and a bright ring (unformed moon)

Biosphere

Dominant life form: Parasharks (see description on opposite page)
 Other significant life forms: Luminescent jellyfish and various sea creatures

Civilization

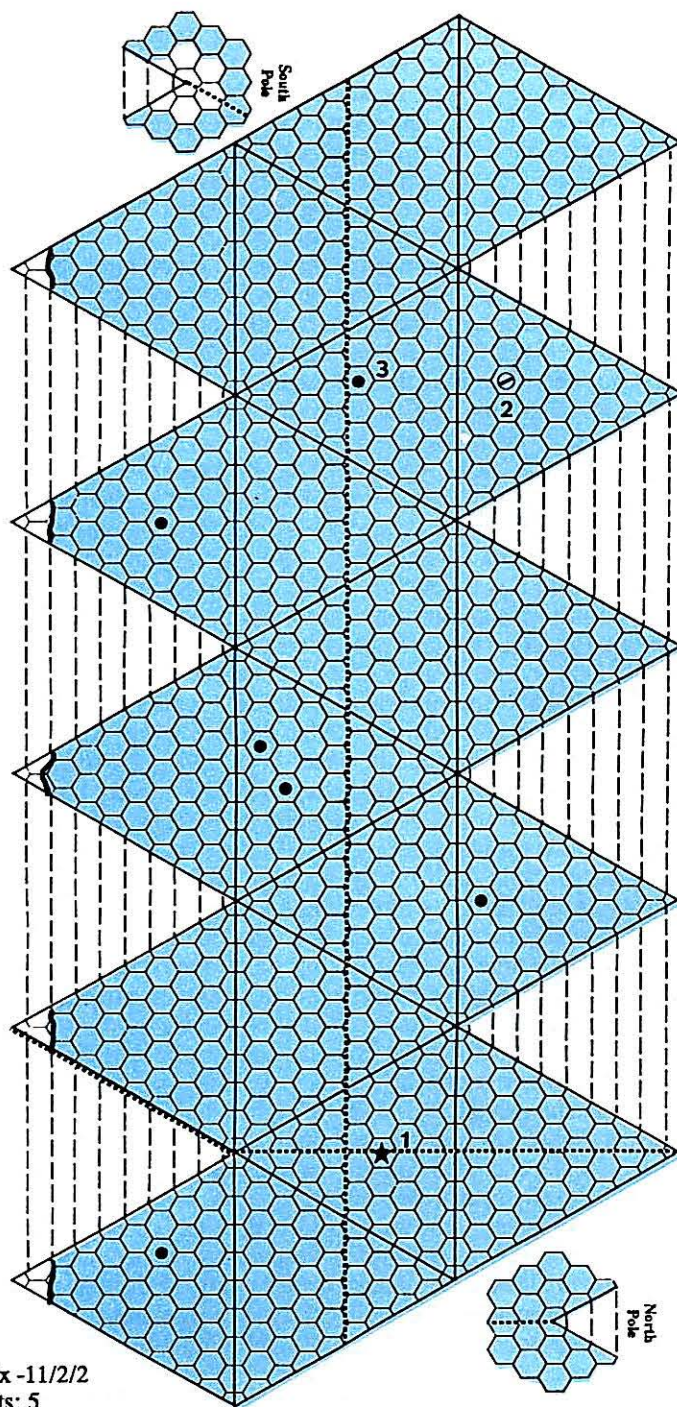
Population(s): 980 million Medusans (PR 8)
 Tech Level(s): 9 (10)
 Control Rating: 2
 Society: Representative democracy
 Starports: Class V orbital starport — shuttles designed to land in water
 Installations: Colonial office (administering Colossus), orbiting
 Naval station, Survey base, Ranger training school
 Economic/Production: Exports aquaculture products, minerals, petrochemicals; imports high-tech goods

Other Notes

Map Key: 1. Meridian City (capital) 2. Ranger/Survey underwater operations training school 3. Sea Dream (major reef city)

System Information

Star Name: Lilith
 Biozone: .8 to 1.2
 Type: G9 V
 Inner Limit: 0.0
 Location: Phoenix -11/2/2
 Number of Planets: 5



Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Banshee	.5	Hostile Terr.	3,200	5.2	.38	Dense Sulfur	—
2. Medusa	.8	Earthlike	9,172	5.0	1.05	Oxygen-Nitrogen	Detailed Above
3. —	1.1	Asteroid belt	—	—	—	—	—
4. Succubus	1.7	Terrestrial	5,800	4.9	.65	Oxygen-Nitrogen	Poisonous vegetation
5. Lamia	2.9	Gas Giant	49,700	1.5	1.7	Hydrogen-Methane	Spectacular ring
6. —	5.3	Asteroid belt	—	—	—	—	—
7. Strix	10.1	Iceball	2,600	3.0	.18	Trace Nitrogen	Abandoned scientific base

Monolith (Vramin/Isis/Horus II)

“Monolith, where ancient stones sing to greet the rising suns.” This trinary star system is a federal protectorate near the Phoenix Nebula. It was the site of the famous Battle of Three Suns, where the Federation and Domain fleets combined to crush the Ilshani invaders 20 years ago. Drifting wrecks can still be found, though the Patrol discourages scavengers and visitors are restricted to scientific missions under strict Federation supervision.

Monolith is better known for the gigantic mile-high obelisks that dot its countryside. When the morning winds blow, the stones produce eerie melodies, apparently caused by networks of passages and valves near their summits. Though they seem to have no other function, these “singing stones” are apparently Precursor in origin, and their unusual acoustic effects may be only one of many mysteries they conceal.

The planet’s bleak, windswept marshlands are inhabited by barbarian humans (TL3), perhaps the remains of a failed colony. That is the conventional theory, at least. But native legends speak of the tribes having arrived through “a hole in the sky” from a world that sounds much like ancient Earth. Archaeologists point to the ancient ruins and weave bizarre theories concerning Precursor matter transporters and natural star gates. Or perhaps not so bizarre after all . . .

Other than bemusing visiting anthropologists, the natives have little contact with interstellar culture. Most are simple hunters and farmers, building small towns along the rivers and lake shores, and constructing shrines to the Star Gods who transported them here and built the Monoliths. There are hundreds of slightly different religions and petty kingdoms, but the largest political entity is the Cult of the Sky, whose inventive star-priests have constructed hot-air balloons and primitive hang-gliders, which their sky soldiers have used to carve out a sizable empire. Their tithes and war-takings go into the construction of castle-like cathedrals on the summits of all the Precursor monoliths they can reach.

Any obvious off-worlder is in danger of being worshipped as a star-god by any one of the several native religions, especially if he is a parahuman, alien or displays high-technology devices. To prevent damage to Monolith’s cultures, and exploitation of the natives, the Federation Survey Service has restricted travel to Monolith to all but approved scientific parties and Survey personnel. People given permission to visit the planet must disguise themselves as natives. Advanced weapons are banned, and other gadgets and alien or parahuman features must be disguised. Occasionally, megalomaniac starfarers try to impress the natives and become “star-gods” by showing off their high-tech gadgets.

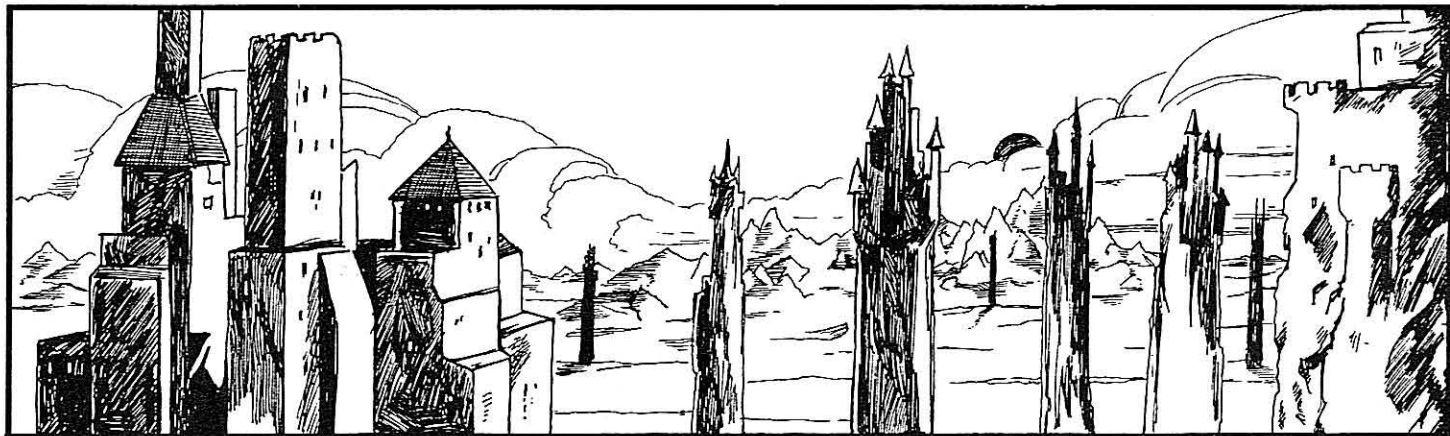
Adventures on Monolith

Ship’s Graveyard. The PC ship slips into the Three Suns system to salvage any wrecked starcraft they can find. Most Federation ships have been recovered, but floating hulks of Ilshani and Domain vessels in eccentric orbits are still scattered across the system. Successful sensor rolls will help spot wrecks that might be in good condition, followed by a difficult and dangerous EVA among the wreckage and frozen corpses. Working power plants and electronics are very rare, but patchable hulls are common, and some weapons and drives might be in good shape; there is also the possibility of finding personal equipment, old military documents or the like. But this is not the safest system in the Federation — Dark Lightning pirate ships and smugglers are also frequent scavengers, and likely to fight over a valuable prize. Nor are all wrecks dead — even after 20 years, some Ilshani warships still have working robot guards and automated death traps. Others that seem to be wrecks may turn out to be Starhunters lying in wait for prey.

The Sky-God’s Wrath. The adventurers are hired as bodyguards for a team of anthropological researchers, perhaps from the University of Achamandra. Disguised as native pilgrims and armed with archaic swords and armor, the party travels the planet on horseback studying the native cultures and protecting their charges from local bandits. Everything goes well, until one of the researchers accidentally commits sacrilege while studying an obelisk sacred to the Cult of the Sky. He (and anyone else who resists) is carried off in a hot-air balloon by Star Priests and their sky soldiers to one of the monolith-temples . . . to be sacrificed to appease the gods when the three suns rise!

Stowaway. After they leave Monolith, the PCs discover their ship has an unnoticed passenger — a young native who found their camouflaged craft and stowed away in the “sky-god’s chariot” to visit the stars. Letting something like this happen is a severe breach of regulations, and could get the characters (and their sponsors) in very hot water. Of course, not returning her would be even worse . . .

Godslayer. A Survey officer has gone bad, and after killing the team of scientists he was escorting, has set himself up as a star-god in a petty kingdom; not only is he being worshipped, he has begun teaching the natives to make gunpowder, perhaps planning to conquer part of the planet! The adventurers are members of a Ranger or Patrol team, sent to stop him by any means necessary, and, if possible, stamp out the forbidden knowledge he has introduced. The only catch is that, unknown to the Federation, the “star-god” has smuggled in a blaster pistol and vibroblade, and the PCs are armed only with TL3 weapons.



PLANETARY RECORD: Monolith (Vramin/Isis/Horus II)

Planet type: Earthlike
Diameter: 7,437 miles
Gravity: .81 G
Density: 4.8
Composition: Low-Iron
Axial Tilt: 0°
Seasonal Variation: None
Length of Day: 29 hours
Length of Year: 175 days/.58 Earth years

Atmosphere

Pressure: .81 (standard)
Type and Composition: Nitrogen 74%, Oxygen 25%, others 1%
Climate: Earthlike
Temperatures at 30° latitude: Low 62°, Average 81°, High 103°
Surface Water: 70%
Humidity: 63%
Primary Terrain: Marsh, forest

Mineral Resources

Gems/Crystals: Scarce
Radioactives: Scarce
Industrial Metals: Ample
Organics: Plentiful

Rare Minerals: Ample
Heavy Metals: Scarce
Light Metals: Plentiful

Moons

Two moons — one large (Imhotep), one small (King Tut)

Biosphere

Dominant life form: Monkey-like amphibians, IQ 6, trainable
Other significant life forms: Complete terrestrial ecosystem

Civilization

Population(s): 820 million (PR 8)
Tech Level(s): 1-3
Control Rating: 1 (3 in cities)
Society: Feudal and theocratic kingdoms and empires
Starports: None
Installations: Survey base on largest moon (Imhotep)
Economic/Production: Primitive economy, agriculture and local trade

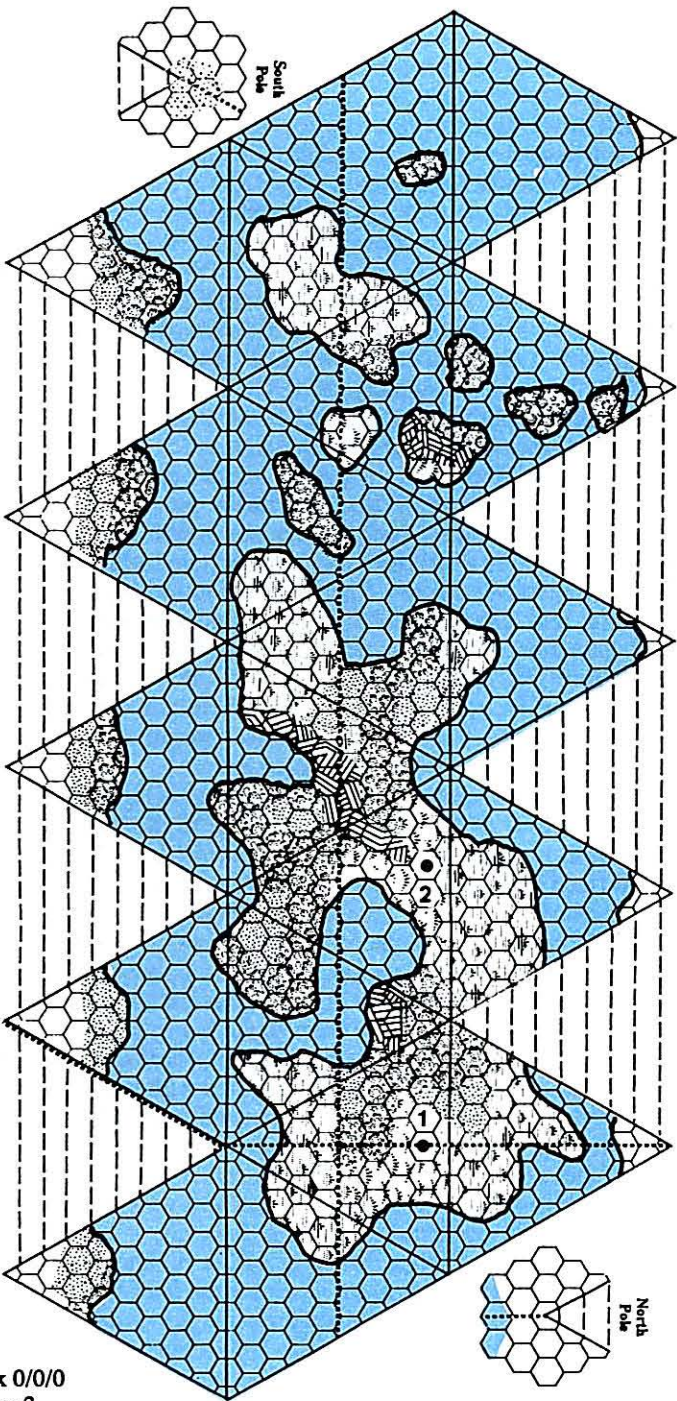
Other Notes

Map Key: 1. Cult of the Sky 2. Kingdom of Night
Isis and Horus are in close orbits; Monolith orbits the center of mass between the two stars; Vramin is 6 AU distant.

System Information

Star Names: Vramin/Isis/Horus
Type: K2 VI/M7 V/M0 VI
Location: Phoenix 0/0/0
Biozone: .5 to .6
Inner Limit: 0.0
Number of Planets: 3

Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Tarquin	.2	Hot Rockball	5,150	4.0	.47	None	No recorded landings
2. Monolith	.55	Earthlike	7,437	4.8	.81	Oxygen-Nitrogen	Detailed above
3. Begra	.9	Gas Giant	75,000	1.9	3.2	Hydrogen	4 moons



Moonjam (Kaiwaith II)

Moonjam is a beautiful world of shallow, emerald seas and blue-green jungles. It is famed as much for its corruption as for its exotic scenery.

The planet is governed by an oligarchy of business interests presided over by an elected syndic; strict property and wealth qualifications limit the electorate to the rich. Bribery is a fact of life and for a few hundred credits most local officials can be bought. Additionally, all public offices, from customs inspector to colonel in the army, are for sale to whoever can afford them, assuming the position is open or the current officeholder is willing to sell.

The expansion of criminal interests into this part of the sector combined with Moonjam's lack of extradition treaties and lax approach to law enforcement has made it a favorite sanctuary world for Cabal and Dark Lightning VIPs.

Despite (or perhaps because of) its reputation, thousands of wealthy visitors from both the Federation and the Domain regularly travel to Moonjam to enjoy the warm climate, low prices and resort atmosphere. The rich of many worlds ride the air currents in sail planes, bask on the black sand beaches, hunt trinkets from many worlds in the cosmopolitan bazaars or safari in the dangerous jungles.

With few industrial metals to support manufacturing, Moonjam's economy is completely dependent on tourism and agriculture. The primary exports are exotic hardwoods, textiles, zaphra skins, fruit, wine and the prized Texorami coffee. These are traded for heavy machinery, high-tech manufactured goods, advanced alloys, electronics — and slaves.

Much to the disgust of the Patrol, slavery is legal on Moonjam. Introduced over 50 years ago on some of the larger plantations, it soon spread across the planet. Slavery is for life, unless one is freed by a generous master; the children of slaves are born into servitude. New slaves are mostly off-worlders, captured by pirates from merchant ships or victims of raiders hitting primitive worlds like Winterjewel, but now that slavery has become the main punishment for local crimes (from assault to robbery to debt) the proportion of native-born slaves is increasing.

The largest city on Moonjam is Kairobi, located just west of the starport. Its narrow streets are crowded with shops, bazaars and markets; Kairobi appears imprisoned within great walls built to keep out the encroaching jungle. The steel-colored waters of the river Dhis wind through the center of the city, carrying brightly-colored barges between tall towers. Ground vehicles are expensive and rarely seen in the city — most people walk, or make use of the native slorsh, a nimble ostrich-like riding lizard whose jarring gait is not for the faint-hearted.

Another beast unique to Moonjam's jungles is the zaphra, a four-foot-long nocturnal carnivore which resembles a rainbow-crested snake with shimmering blue scales. Although the zaphra's venom is lethal to the purple tree-dwelling reptiles which are its usual prey, the poison has a different effect on humans, in whom it produces spasms of pleasure which have been described as similar in degree to the pain caused by a neuron whip. The effect, however, is quite the opposite and is highly addictive.

So far the venom has defied synthesis, but because it is cheap, zaphra addiction is often used to control plantation slaves; the promise of pleasure and the painful aftereffects both deter rebellion. For these reasons, pet zaphras are often kept by the wealthy or by plantation overseers as badges of rank. The creatures are fairly intelligent, and if taken while young, are quite affectionate and responsive to training.

Zaphra

ST: 3	Move/Dodge: 5/8	Size: 1
DX: 16	PD/DR: 1/1	Weight: 10 lbs
IQ: 5	Damage: nil	Origin: SF
HT: 11/4	Reach: C,1	Habitat: F

The zaphra's poisonous bite can penetrate up to DR 2. If bitten, the victim must roll versus HT-3 to escape the effects. If the HT roll is failed, 1d minutes later, the victim experiences intense spasms of ecstasy for 3d minutes. On a critical failure of the HT roll, the spasms end in cardiac arrest and the victim must make a HT-4 roll to avoid death (this does not apply to addicted slaves or others who have used it their entire lives and have developed a tolerance to the drug). Otherwise, the spasms are followed by a pleasurable "high" for 1d-2 hours, during which time the character is highly suggestible (IQ-3 to avoid obeying commands). Each time a character is bitten by a zaphra and suffers the effects make an IQ-3 roll to avoid addiction. Failure results in the craving for a new bite as soon as the high wears off. Zaphra venom is stimulating, totally addictive and illegal in the Federation; see *Addiction*, p. B30.

Slorsh

ST: 30	Move/Dodge: 12/6	Size: 1
DX: 13	PD/DR: 2/2	Weight: 350 lbs.
IQ: 4	Damage: 1d + 1 cut.	Origin: SF
HT: 12/20	Reach: C	Habitat: F

These brightly-scaled, two-legged riding lizards are the basic form of transportation on Moonjam. Their bouncing gait has been compared to that of a drunken kangaroo; all Riding rolls are at -1, but they can leap obstacles up to 7' high! They are carnivorous (capable of delivering a nasty bite), and messy eaters, prone to snapping at strangers. While they make friends easily (particularly if fed a good haunch of local Rustbunny or some Dreamweed), they also have short memories . . .

Slorshes enjoy combat — they are proud beasts, and love to show off. The Moonjam army has several companies of slorsh cavalry, the riders armed with military lasers and neural lashes; many soldiers in the private armies of plantation owners will also be slorsh mounted.

Purchasing Government Offices

As already mentioned, any government position on Moonjam is for sale. This is not illegal — it's accepted practice. Prices depend on the power the office gives, and the potential for graft. For instance, the office of head of a local post office or another minor bureaucratic post, a commission in the army or navy, or a position as detective in the police force would cost \$40,000; a post as a district attorney, starport customs inspector (lots of opportunity to accept bribes!), or a seat on the city council may sell for around \$200,000, and for \$1 million anyone could buy command of a regiment or the mayor's office in a small town. Higher offices (e.g. Head of the Internal Revenue Service, Chief of Police, Minister of Justice) require vast amounts of both influence and money, since they are exceptionally lucrative.

All positions come with an appropriate salary (more if you can persuade your nominal superior or the syndic to vote you a better one). It is usually expected that the officeholder pretend to do the work or delegate it to someone else; after all, someone in

a bought position can always be fired by *his* boss — unless he owns him, too . . .

Cthon

The legendary headquarters of the Dark Lightning pirate brotherhood, Cthon is an underground city located on the largest of the 24 moons of the gas giant Blackjack. Ruled by a coalition of pirate captains, the moon has extensive shipyard facilities (equivalent to a Class IV starport) and warehouses for stowing plunder; Cthon's vaults are rumored to hold the lost treasures of several sectors. Dark Lightning ships visit Cthon for refitting, recruitment of new crews, and shore leave; strict codes and severe punishments prevent conflict between rival crews, but organized duels are common. A dozen corsair and slaver vessels are in port at any one time, and depending on how many ships are docked, the population varies from hundreds to thousands. The few-hundred permanent residents make their living pandering to the desires of the pirate crews, and almost any vice imaginable is available on Cthon for those who can afford it.

While the existence of Cthon is well-known, its location is not. Cthon's presence in the Moonjam system is a closely-guarded secret, known only to trusted pirate captains in the Dark Lightning organization and a few members of the Moonjam government, bribed to divert Moonjam naval patrols from that region of the system. In order to keep the base hidden from the Federation, ordinary crew on pirate or slaver vessels are not told

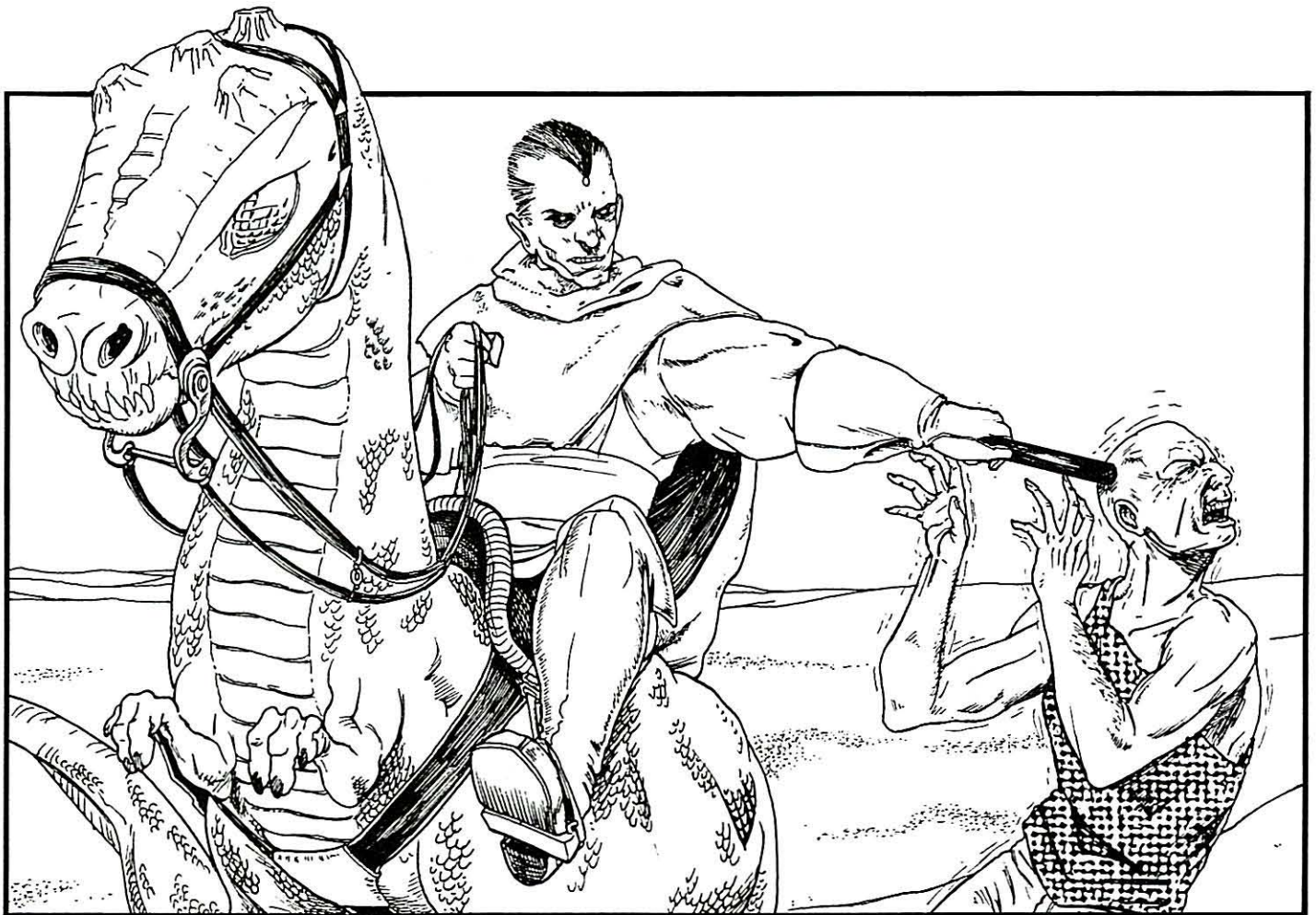
where Cthon is actually located; while a pirate may spend several weeks on Cthon, he will only be able to learn that it is on a moon of a large, ringless gas giant — not what system he is in!

Adventuring on Moonjam

Drug War. Corrupt coffee plantation owners in the deep jungle have found that Moonjam's climate is ideal for growing illegal off-world narcotics. The immense profits involved are leading to wars between drug barons over territory and markets, and the Texorami continent is becoming a war-zone. Off-world mercenaries are needed to guard the fortified plantations or execute swift hovercraft raids along river to capture their rival's crops or slaves.

Weeds. Dreamweed, a species of narcotic-producing plant brought in by a would-be drug grower, has adapted *too* well to Moonjam's conditions, and is becoming a pest. It can't be burnt out; the jungle is too humid, and in any event, the smoke makes people *very* weird (-1 to DX and ST, +1 to IQ). So people are being hired to go into the jungle and pull the stuff out by hand. A good job for someone broke on Moonjam who needs money to avoid enslavement.

Bounty Hunting. A major Cabal crime boss has retired to Moonjam, but he knows too much. The Federation Patrol wants him as an informer, the syndic wants him dead. Both will pay huge rewards. To complicate things, the fugitive has just bought the position of chief of police in Kairobi . . .



PLANETARY RECORD: Moonjam (Kaiwaith II)

Planet type: Earthlike
Diameter: 8,300 miles
Gravity: .8 G
Density: 4.2
Composition: Low-Iron
Axial Tilt: 6°
Seasonal Variation: Very slight
Length of Day: 25 hours
Length of Year: 117 days/.33 Earth years

Atmosphere

Pressure: .9 (standard)
Type and Composition: Nitrogen 73%, Oxygen 24%, others 3%
Climate: Warm
Temperatures at 30° latitude: Low 70°, Average 90°, High 110°
Surface Water: 80%
Humidity: 58%
Primary Terrain: Jungle

Mineral Resources

Gems/Crystals: Ample
Radioactives: Absent
Industrial Metals: Scarce
Organics: Ext. Plentiful

Rare Minerals: Absent
Heavy Metals: Absent
Light Metals: Ample

Moons

Two moonlets (Deuce and Nork)

Biosphere

Dominant life form: Zaphra (see p. 48) and other large and small reptiles
Other significant life forms: Insects and complex jungle ecosystem

Civilization

Population(s): 68 million (15% slaves; PR 7)
Tech Level(s): 9
Control Rating: 3 (0 in jungle)
Society: Democratic facade run by corrupt corporate cartels (legal slavery)
Starports: Class IV at Kairobi
Installations: Organization bases and research centers rumored to exist; pirate base hidden amid Blackjack's moons, naval base at Kairobi
Economic/Production: Agriculture and tourism; exports coffee, narcotics, rare hardwoods and fruit; imports manufactured goods and slaves

Other Notes

Map Key: 1. Kairobi 2. Texorami coffee plantations (most land is privately owned)

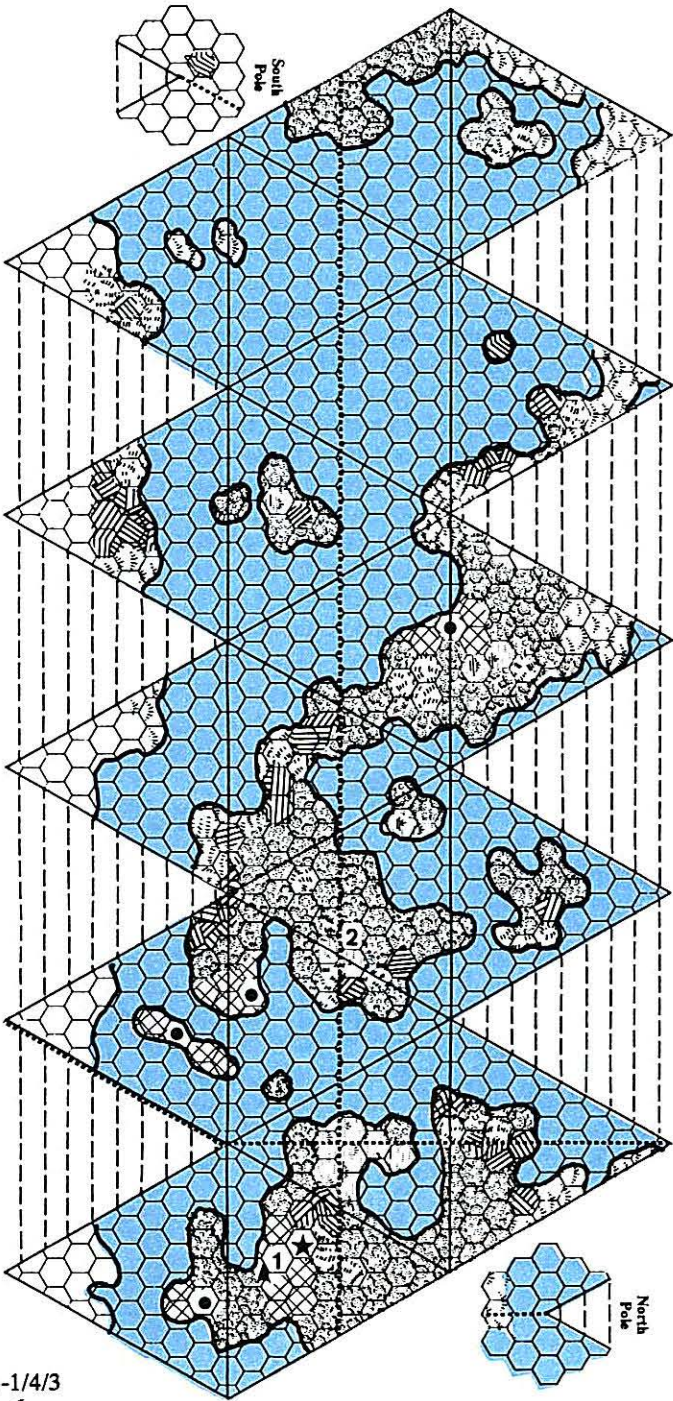
System Information

Star Name: Kaiwaith
Biozone: .5 to .8

Type: G4 VI
Inner Limit: 0.0

Location: Phoenix -1/4/3
Number of Planets: 6

Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Hotspot	.3	Hot Rockball	1,200	5.6	.15	None	No recorded landings
2. Moonjam	.6	Earthlike	8,300	4.2	.8	Oxygen-Nitrogen	Detailed above
3. Egnog	.9	Gas Giant	51,000	2.1	2.4	Hydrogen	Spectacular ring
4. —	1.5	Asteroid belt	—	—	—	—	—
5. Blackjack	2.7	Gas Giant	90,000	2.2	4.5	Hydrogen-Helium	Many moons
6. Albatross	5.1	Iceball	3,900	3.7	.33	None	—
7. —	9.9	(empty orbit)	—	—	—	—	—
8. Momrath	19.5	Sm. Gas Giant	23,000	1.3	.68	Hydrogen	Faint ring



Phoenix Nebula (Mandragora System)

The Phoenix Nebula is a vaguely bird-shaped emission nebula, whose glowing wings of dust and gas span several parsecs. It looms above the sector, a mysterious gateway into the beyond. At the heart of the nebula is the Mandragora Burster, a neutron star orbiting a blue-white subgiant. The Patrol suspects Ilshani Starhunters have been using the nebula as a base to mount raids on Federation and Domain worlds, perhaps operating from the Gathering, a gray dwarf whose complex system of moonlets is also the annual meeting place of the wandering space gypsies.

Space Gypsies

The space gypsies follow the codes and traditions of the Romany wanderers of old Earth. Their caravans of brightly-painted tramp starships are frequent visitors at starports across human space, carrying small cargoes, selling trinkets gathered from across the galaxy, and telling fortunes. The Patrol and the startown cops distrust them as petty thieves, con-artists and smugglers, a reputation which, while exaggerated, is not totally unearned.

The Rom are a secretive people with little interest in the doings of the non-gypsy "Gaje" and none in their laws. But for those who have earned their trust, space gypsies are both good friends and an excellent source of information about the events in human space. Appropriate skills for space gypsies are Romany Language (Mental/Hard), Dance or Fiddle, Free Fall, Knife, Ship Mechanic and Scrounging and Fast-Talk. Possible disadvantages are Sense of Duty (5 points, fellow Rom) and Reputation (-2 among law enforcers).

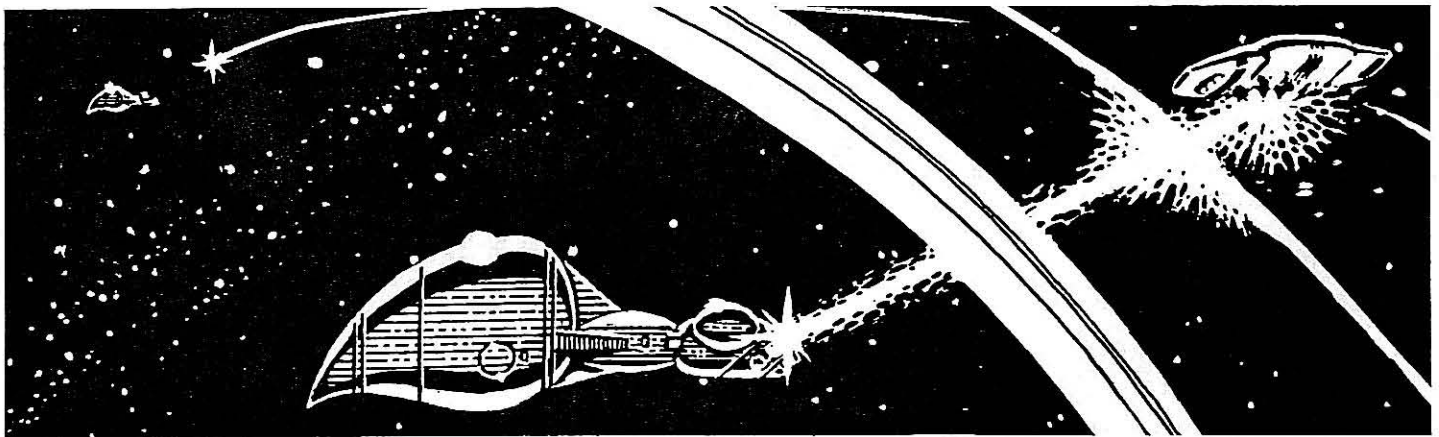
The Mandragora Burster

As matter from the subgiant flows onto the neutron star, it produces nova-like bursts of hard x-rays. Ships within 100 AU of Mandragora take "light damage" and $1d \times 10$ rads per hour. Those within 10 AU take "medium damage" and 1,000 rads per hour. It is possible to "play tag" with the burster, ducking in and out of the danger zone between bursts of radiation, a nasty trick of raiders trying to elude pursuit. To stay with a fleeing ship, the pursuer must follow it into range of the burster! On a successful Pilot-5 roll, damage is reduced one level (e.g. none at 100 AU or "light" at 10 AU) and rads taken are halved.

Another effect of the burster's radiation is to wreak havoc with radio, and the nebula's dust clouds interfere with sensor scans (-5 on all rolls). Anything may be hiding in the nebula . . .

Adventures in the Phoenix Nebula

To Hunt the Starhunters. Many starships have disappeared within a dozen light years of the nebula, victims of Ilshani Starhunters (see p. 14), but all Patrol efforts to find the aliens' base have failed. Knowing the Patrol's reluctance to deal with the Rom, Federal Intelligence sends the PCs to contact the space gypsies, hoping they have seen something. The gypsies are helpful if approached with respect — Rom ships have vanished too — and they provide clues that lead the investigators to a huge Ilshani starbase under construction. But can they elude the roving Ilshani patrols?



PLANETARY RECORD: Phoenix Nebula (Mandragora System)

System Information

Star Name:

Mandragora A and B
Biozone: 200 to 300

Type: B8 III/Neutron star
Inner Limit: 4

Location: Phoenix 4/-1/10
Number of Planets: 1 star

Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. The Gathering	960	Gray Dwarf	220,000	1.9	9.57	Hydrogen-Helium	36 moons

Rhad (Graylight II)

A mercantile center known for its ship building industry and independent free traders, Rhad's extreme seasons breed hardy citizens and deadly life forms. Rhad's privateers harass Ilshani raiders for the Federation bounty, and smugglers run arms and supplies to the rebels on Shiva and Winterjewel.

Rhad has little in the way of resources, and its climate is too harsh for profitable agriculture. The planet is sparsely populated, and most of it is wilderness; its citizens live in small towns scattered across the planet. There are few roads and no monorail lines. Nevertheless, Rhad is not a poor world. Its outback towns contain some of the finest and most modern homes in the Federation, and its orbiting starport and shipyard, Graylight Station, rivals those of Achamandra and Enlas-Dhu.

The planet is the headquarters of the Association of Independent Merchants, an organization designed to improve the conditions and bargaining power of free traders throughout the system. All any Rhadian wants to be is a spacer, preferably captain of his own merchant ship. Most sign onto one of the planet's free traders, eventually hoping to become part owner of their own ship. While some successful merchant princes own several ships, most of the vessels in Rhad's merchant fleet are owned and operated by individual captains, or they are commonly owned by crews or groups of neighbors. Larger trading ships may be the homes of entire families, and many citizens of Rhad were born in space.

Rhad has nothing in the way of a Planetary Guard; the only police on-world are private security companies hired by individuals or corporations, and the Patrol (who usually has to watch its manners). Not only are all private ships heavily-armed, but every citizen carries a blaster or gauss gun at all times.

Going unarmed is not only against custom, it's also unsafe. While there are few criminals on Rhad, there are *many* nasty life forms; most enjoy eating humans, and the rest are just ornery critters who kill for fun. During Rhad's long nights, packs of whisper wolves can be encountered even a few miles from town. Though inhabited areas are usually safe most of the year, during the planet's savage winters, starving flocks of ice bats will venture into even the largest towns in search of prey.

Whisper Wolves

ST: 12	Move/Dodge: 12/8	Size: 1
DX: 16	PD/DR: 2/2	Weight: 140 lbs.
IQ: 6	Damage: 1d-1	Origin: SF
HT: 13	Reach: C	Habitat: F, P

These lean, six-legged carnivores are renowned for their speed and stealth; an average beast has Stealth at 17. "Silent as a whisper wolf" is a common Rhad saying. Whisper wolves hunt in mated pairs and think little of attacking armed humans if they can ambush them; they climb trees well, and will sometimes pounce from above. In wintertime their silver-gray fur turns white, and undamaged pelts are worth \$200 off-world.

Ice Bats

ST: 5	Move/Dodge: 18/9	Size: 1
DX: 12	PD/DR: 1/1	Weight: 8 lbs.
IQ: 4	Damage: 1d-3 cut	Origin: SF
HT: 13/5	Reach: C	Habitat: A, F

An ice bat has leathery wings and four clawed limbs; its body is covered with soft, white fur. Prowling in flocks of a dozen or so, these small nocturnal hunters migrate from the arctic circle each winter. Ice bats delight in flying through open windows, snatching food or even babies, and mauling lone travelers on deserted moors. Usually three or four bats swarm around an individual. Ice bats attack by attempting a grapple (see p. B111). If successful, they hold on and bite each turn with sharp fangs (at +3 because of the grapple — no active defenses allowed). Removing an ice bat requires a normal ST roll.

Adventures on Rhad

Pieces of Eight. The PCs thought they had signed onto the Rhad trader for a normal working passage, but on the way back from an unsuccessful trading mission, its captain decides to make a diversion to recoup his profits, and diverts his ship to Winterjewel or the Phoenix Nebula for a little pirate hunting . . .

The Patrol offers a bounty of \$250,000 to any ship's crew that destroys an Ilshani or Dark Lightning raider, or five times that for locating a hidden pirate or Domination base. Any spoils go to the victors. Ilshani Starhunters are described on p. 14.

Safari. Rhad natives generally ignore their energetic wildlife, but off-worlders are often more intrigued. A rich gentleman hires the PCs as bodyguards or guides for his hunting expedition. He wants a few Whisperwolf pelts, but is mainly interested in ice bats. Of course, the expedition leaves in the middle of winter . . .



PLANETARY RECORD: Rhad (Graylight II)

Planet type: Earthlike
 Diameter: 7,302 miles
 Gravity: .85 G
 Density: 5.1
 Composition: Medium-Iron
 Axial Tilt: 55°
 Seasonal Variation: Extreme
 Length of Day: 30 hours
 Length of Year: 143 days/.48 Earth years

Atmosphere

Pressure: .91 (standard)
 Type and Composition: Nitrogen 70%, Oxygen 25%, others 5%
 Climate: Chilly
 Temperatures at 30° latitude: Low 18°, Average 40°, High 62°
 Surface Water: 70%
 Humidity: 56%
 Primary Terrain: Forest, hills

Mineral Resources

Gems/Crystals: Scarce
 Radioactives: Ample
 Industrial Metals: Plentiful
 Organics: Ample

Rare Minerals: Ample
 Heavy Metals: Ample
 Light Metals: Plentiful

Moons

One large moon (Smith)

Biosphere

Dominant life form: Whisper wolves
 Other significant life forms: Ice bats; complete terrestrial ecosystem

Civilization

Population(s): 320 million (PR 8)
 Tech Level(s): 10
 Control Rating: 1
 Society: Libertarian democracy; all citizens carry some type of handgun at all times
 Starports: Class V at Wayfarer, Class IV at Hunter's Lodge, Class III at Viking and Class V at Graylight Station (in orbit)
 Installations: Survey base at Graylight Station
 Economic/Production: Exports starships; imports food and high-tech goods

Other Notes

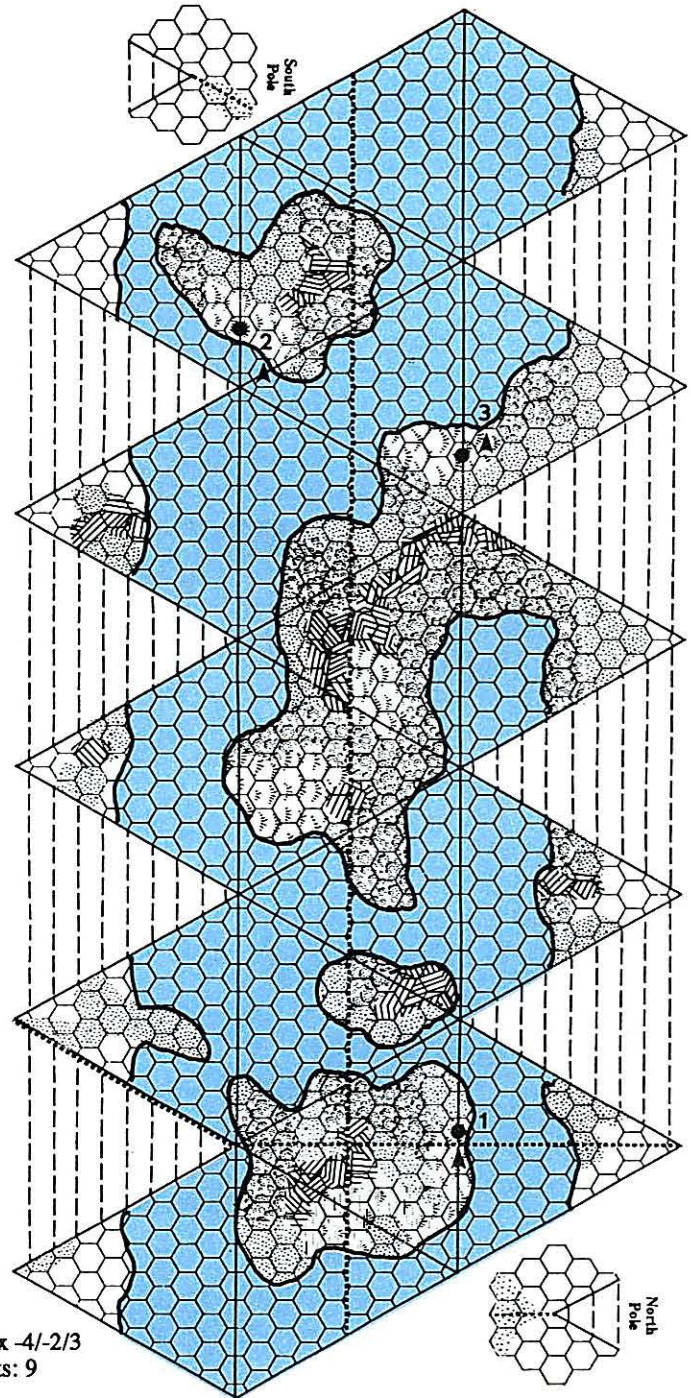
Map Key: 1. Wayfarer 2. Hunter's Lodge 3. Viking

System Information

Star Name: Graylight
 Biozone: .5 to .6

Type: K2 V
 Inner Limit: 0.0

Location: Phoenix -4/-2/3
 Number of Planets: 9

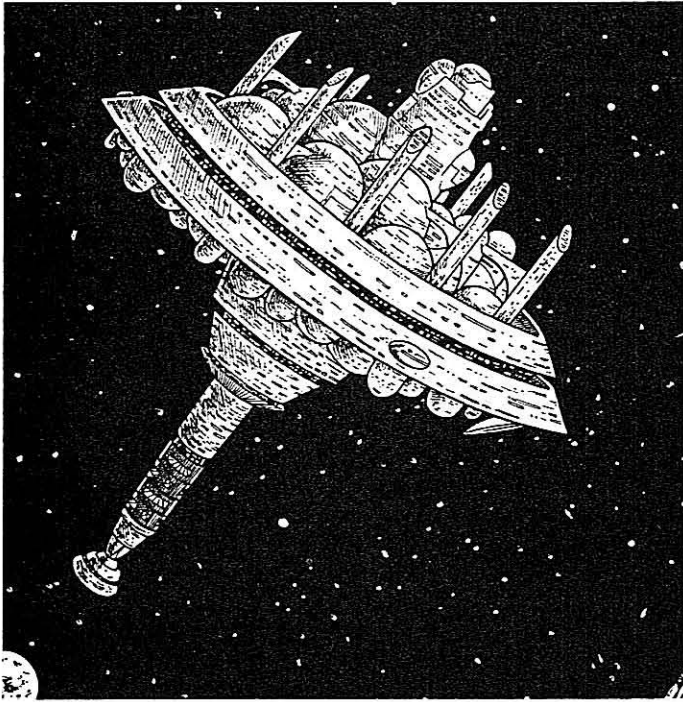


Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Starkad	.3	Greenhouse	6,200	5.3	.75	Dense CO ₂	—
2. Rhad	.6	Earthlike	7,302	5.1	.85	Oxygen-Nitrogen	Detailed above
3. Asteroid belt	—	—	—	—	—	—	—
4. Julian	1.5	Rockball	1,200	6.2	.17	None	Mining base
5. —	2.7	(empty orbit)	—	—	—	—	—
6. Sherwood	5.1	Gas Giant	29,500	1.5	1.0	Hydrogen	—
7. Goliath	9.9	Gas Giant	71,000	2.3	3.7	Hydrogen-Helium	Spectacular ring
8. Piper	19.5	Iceball	2,700	2.3	.14	None	—
9. Hayes	38.7	Gas Giant	60,200	1.8	2.5	Hydrogen	Faint ring
10. —	77.1	Asteroid belt	—	—	—	—	—
11. Pariah	153.9	Rockball	4,100	5.1	.47	None	Captured planet
12. Atlanta	307.5	Gas Giant	36,000	1.3	1.07	Hydrogen-Methane	Retrograde moon

Sheol (Jehovah II)

Although Sheol is favorably situated in the middle of its star's biozone, the planet's superdense carbon-dioxide atmosphere makes settlement impossible. Hunter Industries is conducting terraforming experiments using prototype self-replicating Van Neumann machines. *W'tatha*, one of the last of the surviving D'ken star cities, has traveled to the Jehovah system to oversee the project.

According to policy, the Survey Service has sent several probes and two manned expeditions into its atmosphere. Initial probes failed to show anything, but as a matter of form Survey continued operations, and a recent probe has sighted what might be sophisticated life forms. A follow up expedition vanished without a trace, but its last few seconds of garbled transmission mentioned huge "leviathans." Despite the protests of Hunter Industries executives who have invested billions on the project, Survey has ordered the terraforming placed on hold while they attempt to discover the nature of Sheol's native inhabitants.



The City-Ships

W'tatha is one of the D'ken star-cities, great space arks (5,000,000 cy volume) with some 120,000 inhabitants each. Built before the Malikithi discovered FTL travel, they were capable of cruising at 99.99% of light speed using reactionless drive. Most of the interior space is taken up by a confusing three dimensional maze of living quarters, recreation areas, farms, hangar decks, scientific labs and industrial plants. The city-ships are lightly armed for their size, but their mounted firepower is equivalent to a Federation cruiser's.

Of the 24 city-ships that escaped the Malikithi system, 21 reached the Phoenix Sector; two are missing and may yet arrive in the sector, and one, the *Ao Tsai*, was sacked and destroyed by Dark Lightning pirates in the Nebula; its inhabitants were murdered or sold into slavery. Its fate has not been forgotten — one reason for the large number of D'ken who join the Patrol.

Most of the remaining city-ships were dismantled when their septs settled on Azrael, but two remain intact. One of these, *Chia-Rae*, remains permanently in Azrael orbit, serving as a star

port and industrial center. The other is *W'tatha*, whose inhabitants elected to continue their voyaging. Refitted with FTL drive, it is now a mobile industrial space habitat, specializing in asteroid mining and deep space manufacturing; the terraforming project at Sheol is its current endeavor.

The Leviathans of Sheol

Leviathans are chlorine-based life forms resembling large, irregularly-shaped porous rocks about 50 yards square. They are fairly common (the second manned expedition *landed* on one), but extremely hard to observe as anything but rocks, even with Chemscanner or Bioscanners (-4 to skill). They are harmless, living off a steady consumption of small microorganisms and minerals absorbed through their pores and slowly inching their way like giant worms across the planet's surface. Their pores have a tendency to get clogged with grit, however, and leviathans live with a mass of symbiotic creatures that clean them. It is these symbiotes that are dangerous to explorers.

Resembling large, flat blobs of paint, these bat-like creatures dart in and out of the pores of the leviathan, cleaning with their acidic skins. The cleaners tend to attach themselves to any foreign matter in the leviathan's environment (including spacesuits or probes) and set about breaking it down into something they can use.

The Symbiotes

ST: 15	Move/Dodge: 10/7	Size: 1
DX: 14	PD/DR: 3/10	Weight: 35 lbs.
IQ: 1	Damage: *	Origin: SF
HT: 15	Reach: C	Habitat: Exotic

These blob-like creatures take only 1/2 damage from crushing or cutting attacks, except for sonics, which do full damage. They also cause 1d-2 of acid damage to any weapon used in a physical attack. The symbiotes attack in large numbers anyone coming within a few hundred yards of a leviathan. On a successful hit they attach themselves to a random body location, spreading to cover the area as a fine film, causing 1d-2 acid damage. The area of armor loses that amount of DR permanently. If the DR is reduced to 0, vacc suits and body armor lose pressure — a fatal experience in a superdense chlorine atmosphere! Removing the blobs is tricky (make a ST roll at -1 to represent the flipping action that is required).

Adventures on Sheol

Expedition III. The adventurers sign on to the third Sheol expedition. Their mission is to find out what happened to the last party. Using a heavily armored ship, they descend to the surface of the eerie chlorine hell, battling powerful storms. Once there, patrols in armored suits fan out, hunting with bioscanners for signs of life — or anything that remains of the *second* expedition . . .

The World-Stealers. The PCs are hired by dissatisfied elements of Hunter Industries' terraforming crew to infiltrate the orbital Survey cruiser and temporarily disable its monitoring capabilities. Then the renegade planet shapers plan to send in their first shipment of self-replicating Von Neumann terraforming robots to begin an unstoppable process. But a team of radical ecologist commandos or Survey spies is sent to disable the mission. Or the leviathans turn out to be sentient, psionic . . . and angry!

PLANETARY RECORD: Sheol (Jehovah II)

Planet type: Hostile Greenhouse
Diameter: 8,600 miles
Gravity: 1.08 G
Density: 5.5
Composition: Medium-Iron
Axial Tilt: 12°
Seasonal Variation: Minor
Length of Day: 48 hours
Length of Year: 67.5 days/.37 Earth years

Atmosphere
Pressure: 400 (superdense)
Type and Composition: Hydrogen 72%, Chlorine 20%, others 8%
Climate: Extremely Hot
Temperatures at 30° latitude: Low 420°, Average 423°, High 427°
Surface Water: 0%
Humidity: 0%
Primary Terrain: Barren desert

Mineral Resources
Gems/Crystals: Scarce
Radioactives: Ample
Industrial Metals: Plentiful
Organics: None
Rare Minerals: Plentiful
Heavy Metals: Plentiful
Light Metals: Ext. Plentiful

Moons
One medium-sized moon (Miasma)

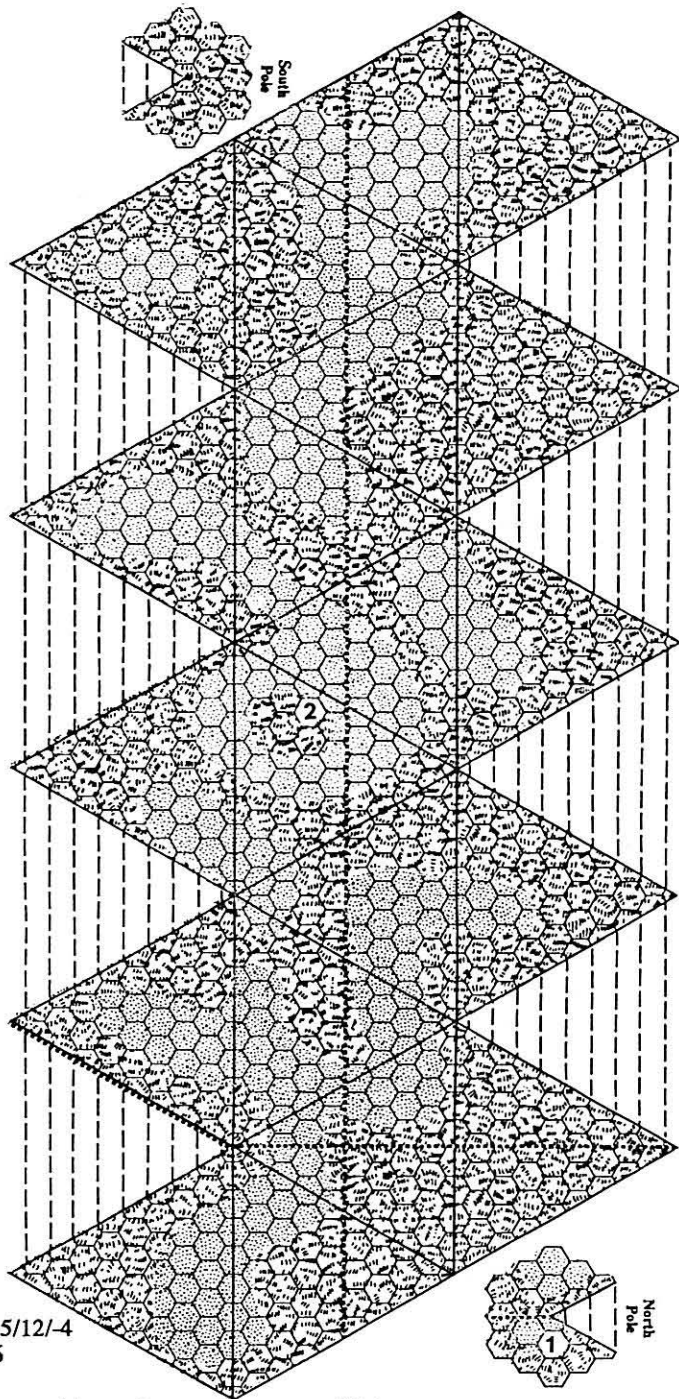
Biosphere
Dominant life form: Leviathans (see opposite page)
Other significant life forms: Symbiotes (see opposite page)

Civilization
Population(s): Uninhabited
Tech Level(s): 0
Control Rating: 0
Society: None
Starports: Class IV on orbiting city-ship W'tatha
Installations: Naval base on Watchtower
Economic/Production: None

Other Notes
All resources are estimates.
Map Key: 1. First expedition lost 2. Second expedition lost

System Information
Star Name: Jehovah
Biozone: .5 to .6
Type: K0 V
Inner Limit: 0.0
Location: Phoenix -15/12/-4
Number of Planets: 6

Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Nineveh	.2	Hot Rockball	4,600	4.9	.5	Dense reducing	No recorded landings
2. Sheol	.5	H. Greenhouse	8,600	5.5	1.08	Superdense chlorine	Detailed above
3. —	.8	Asteroid belt	—	—	—	—	—
4. Camel's Eye	1.4	Gas Giant	57,000	1.8	2.3	Hydrogen-Helium	Faint ring
5. Altar	2.6	Gas Giant	32,500	2.7	2.0	Hydrogen	Two moons
6. Eagle's Nest	5	Rockball	1,250	4.2	.12	None	—
7. Watchtower	9.8	Rockball	5,322	3.7	.45	Naval base	—



Shiva (Rakasha II)

Shiva is a mild greenhouse world, dominated by steamy jungles. It was once ruled by a benevolent matriarchy, but seven years ago it was invaded by the Phoenix Domain, ostensibly in retaliation for the murder of its ambassador (who many suspect was actually assassinated by agents of Rising Phoenix). Despite diplomatic protests and economic sanctions imposed by the Federation, the Domain fleet shattered the neutral planet's navy and landed troops, who brutally crushed all ground resistance. The planet has been carved up by the Domain nobles into fiefdoms, and the inhabitants now work as virtual slaves in their own factories and plantations.

Conditions on Shiva are uniformly hot and wet. Most of the world is still primeval jungle. There are no native vertebrates, but clouds of insects of every size and description fill the air with a droning buzz. Thick mist often obscures the sun at ground level, and in their quest for light, the trees often reach up to and beyond 300 feet. Nights on Shiva are lit by phosphorescent jungle mosses and the perpetual flicker of lightning through the forest canopy. The floors of some forests are composed entirely of giant fungi, huge toadstool-like growths, some man-high. Many are edible, and an equal number are deadly poison, and Jungle Survival or Naturalist skill (-3 for a non-native) is required to know which is which.

Five years ago the last princess of the blood was killed while leading a revolt, but since then, rumors of a lost or exiled heir to the throne have continued to spring up. Resistance still smolders despite savage reprisals for strikes and sabotage. A recent series of uncoordinated uprisings has areas of the countryside in arms, and Phoenix Guard troops have been called in from Enlas-Dhu.

While the jungle has enabled a few freedom fighters to hold out against the invaders, it has been little defense against the Phoenix Guard's superior technology. Home-made projectile weapons and hunting lasers cannot penetrate Phoenix Guard combat armor, and with sophisticated bioscanners and chem-scanners tuned to detect humans and explosives, the Guard can easily pinpoint guerrilla ambushes. Only with shipments of Federation chameleon suits and scanner-jamming distortion belts can the guerrillas hope to survive. Even so, the leaderless rebellion appears doomed to eventual failure — unless someone finds the missing heir . . .

Adventures on Shiva

Gun Running. Federal Intelligence has been covertly hiring merchant captains willing run the Domain blockade; although they pay well, the job is dangerous, and any smuggler caught can expect to be sentenced to life on Cenotaph — if he's lucky (see p. 28). Running the blockade requires the smuggler to penetrate the rings of patrol ships; there are three layers of defenses — the outer patrols, the orbital blockade and atmospheric fighter craft. Penetrating each requires either good Stealth capability or a fast ship and a Quick Contest of Piloting skills.

Failure means an encounter with a Domain patrol ship; even a small destroyer will be a match for most smuggler vessels, but if they are spotted when they are almost to the planet and the adventurers' ship survives two or three rounds of combat, the smugglers may be able to attempt a landing. By landing in an ocean (most TL9-10 ships can operate underwater) they might be able to dodge their pursuers and make contact with the rebels. They can lift off a few days later when the pursuit has died down, perhaps even taking on passengers — rebels' children or guerrilla soldiers bound for Federation training camps.

Royal Blood. The Federation has sent elite Ranger teams and intelligence agents to act as liaison with the guerrillas or train them in the use of advanced equipment. But in between dodging Phoenix Guard patrols and blowing up bridges, the PCs stumble across documents or clues that indicate that the true heir was smuggled off-world as a child. Are they accurate or is it a cunning Domain trap? The answer comes at the end of a trail that leads across the sector . . .

Force Ten From . . . If the PCs are so inclined, they may want to aid the freedom fighters directly, either as mercenaries (keep in mind, however, that the rebels don't have very much money) or merely as volunteers. If the party is heavily-armed, with high-tech weapons and good body-armor, their contributions could actually make a noticeable difference in the war effort. The Shivan rebels might send them on expeditions requiring skill in Demolition, Beam Weapons, Electronics, Computer Operation, et cetera. Strategy and Tactics will also prove very useful in a guerrilla war.



PLANETARY RECORD: Shiva (Rakasha II)

Planet type: Earthlike
 Diameter: 8,450 miles
 Gravity: .9 G
 Density: 4.7
 Composition: Low-Iron
 Axial Tilt: 22°
 Seasonal Variation: Earthlike
 Length of Day: 27 hours
 Length of Year: 285 days/.88 Earth years

Atmosphere

Pressure: .95 (standard)
 Type and Composition: Nitrogen 72%, Oxygen 24%, CO₂ 4%
 Climate: Tropical
 Temperatures at 30° latitude: Low 79°, Average 100°, High 119°
 Surface Water: 79%
 Humidity: 74%
 Primary Terrain: Jungle

Mineral Resources

Gems/Crystals: Scarce
 Radioactives: Scarce
 Industrial Metals: Scarce
 Organics: Plentiful
 Rare Minerals: Ample
 Heavy Metals: Scarce
 Light Metals: Plentiful

Moons

Four small moonlets (Deva, Dori, Dharma, Durga)

Biosphere

Dominant life form: Foot-long, dragonfly-like insects
 Other significant life forms: Other jungle insects (no vertebrates)

Civilization

Population(s): 722 million (PR 8)
 Tech Level(s): 8/10
 Control Rating: 4
 Society: Conquered planet; previously matriarchal monarchy
 Starports: Class IV at Kali; Class III at Darkstar
 Installations: Numerous Dark Legion and Phoenix Guard garrisons
 Economic/Production: Agriculture; exports rice, bananas and other exotic foods; imports high-tech goods

Other Notes

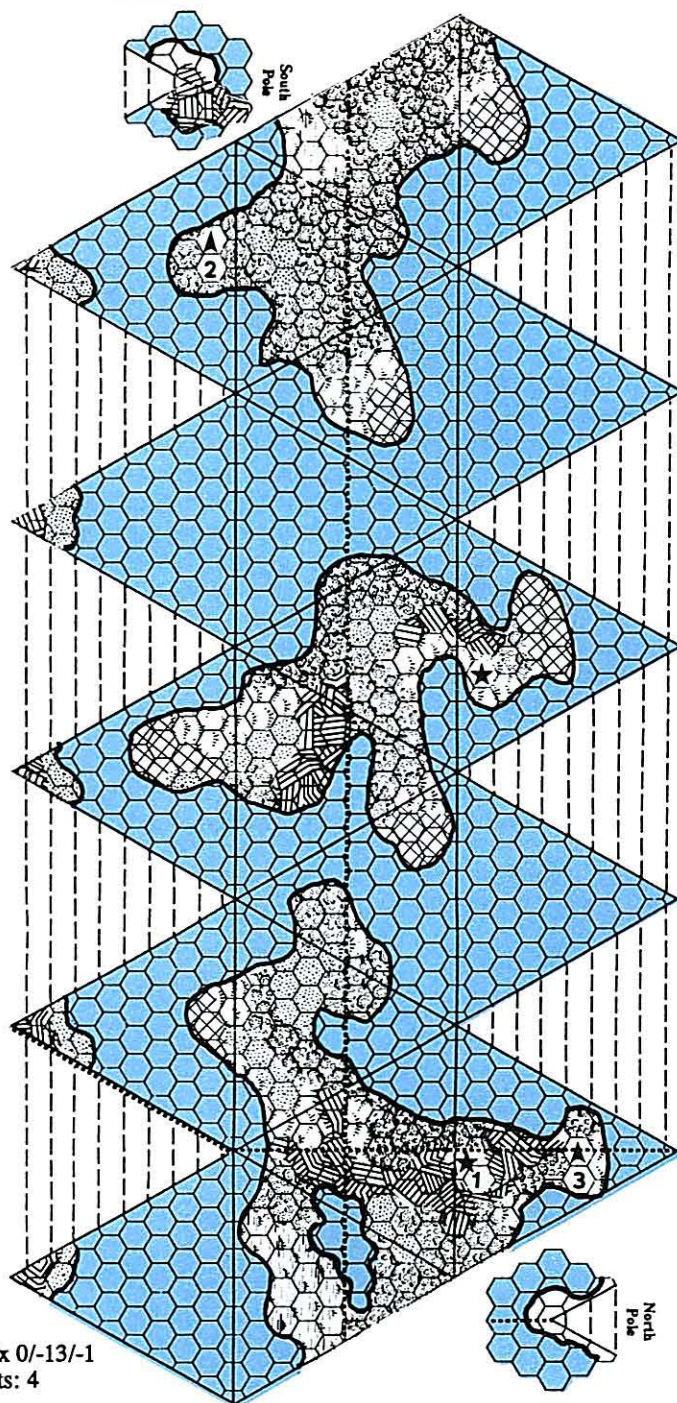
Map Key: 1. Mara (capital) 2. Darkstar base (Domain base under construction with forced Shivan labor) 3. Kali (main starport)

System Information

Star Name: Rakasha
 Biozone: .8 to .12

Type: G2 V
 Inner Limit: 0.0

Location: Phoenix 0/-13/-1
 Number of Planets: 4



Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Vishnu	.6	Hot Rockball	9,100	4.0	.83	Dense Polluted	No recorded landings
2. Shiva	.95	Earthlike	8,450	4.7	.9	Oxygen-Nitrogen	Detailed above
3. Ratri	1.3	Rockball	4,300	4.7	.46	Thin Methane	No recorded landings
4. Brahma	2.0	Gas Giant	62,000	2.2	3.1	Hydrogen-Methane	Spectacular ring

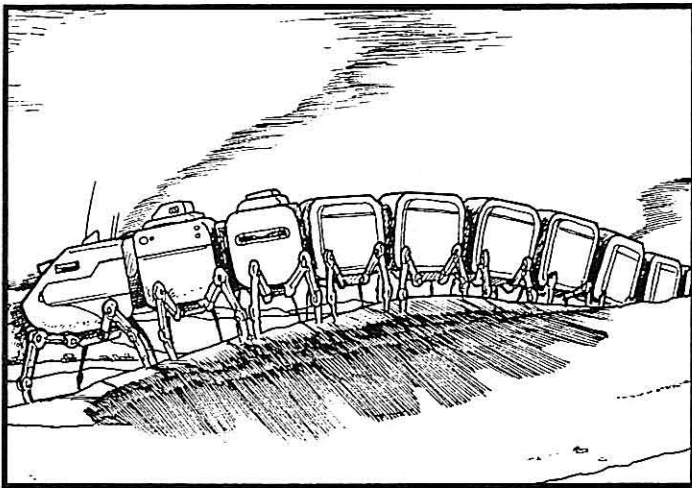
Sunrise (Desdemona I)

A metal-rich hot rockball far too close to its A3 star, the Federation Territory of Sunrise is a major source of radioactives, rare earths and special metals. It is a tide-locked world, one hemisphere bathed in perpetual sunlight, the other in eternal darkness. A thin band of twilight girdles the planet. Only in the twilight zone are conditions relatively mild — orbiting at a distance of 0.5 AU from its subgiant star, Sunrise's day side has an average surface temperature of 1,800 degrees, and the planet's surface is a hell of hard radiation. During solar flares, conditions get far worse. Sunrise's night side is a chilly -200 degrees; temperatures in the twilight band vary from arctic to boiling.

As Sunrise is a world nearly the size of Earth with a dense metallic core and a day-side temperature hotter than Mercury, it is extremely active geologically. Earthquakes rock the planet constantly, especially outside of the twilight band, which is relatively stable. In the twilight area, daily quakes rarely exceed 3 or 4 on the Richter scale, compared to 7 or 8 elsewhere on the planet. Dayside is particularly violent, with frequent volcanoes spewing molten basalt and clouds of glowing gas. Most rocks on Dayside glow from the heat, and the central plain is a single sea of lava, known as the Lake of Fire.

After nearly a century of exploitation by the Federation, most accessible lodes of rare metals in the twilight area and Nightside have been mined out, and operations have been forced to turn to Dayside. Mining on Dayside is both easy and difficult. Conditions of heat and radiation are terrible, but pre-smelted pools and geysers of liquid zinc, tin and copper occur naturally; other heavier and more valuable metals can be found near the surface as well.

Two months ago an immense ore strike occurred near the Lake of Fire. But the big mining company, Omega Sunrise, had



just been dismembered by a Special Justice Group anti-monopoly task force. In the rush to fill the void, many smaller outfits have appeared, often under-funded and equipped with cheap or second-hand equipment not up to Dayside conditions. Unable to cope with the rapid expansion, Night City in the twilight zone is now a wild and chaotic boom town. And with the miners have come vice, drugs and organized crime . . .

The Sunrise Modular Vehicle (SMV)

Nicknamed "Centipedes," these 60-ton vehicles are the backbone of Dayside mining and mineral exploration. They are 25 feet long and consist of three linked modules, each of which

has five pairs of articulated legs. Running on 30 legs, a SMV can crawl over almost any terrain. Average speed is 30 mph, but it can reach 60 mph on flat rock. Where a conventional ATV would be immobilized if its tracks or wheels failed due to heat erosion, a Centipede can operate with only two pairs of legs surviving on each module; each non-functioning leg reduces maximum speed by 2 mph. Every module has independent life support (for three people) and power systems; in the event of disaster, any module can be detached and proceed independently.

Centipedes are heavily shielded, with a two feet of BPC armor, extensive cryogenic coolant systems, and fusion-powered magnetic screens to deflect solar radiation. Even so, they rapidly overheat in full sunlight, and try to spend as much time as possible in the scarce shadows of volcanoes and boulders, scurrying as quickly as possible through open terrain.

SMVs operate with one cargo and two mining modules; each mining module is equipped with an array of laser and plasma drills, cargo scoops, and a half-dozen heavily shielded mining robots. Though it can carry nine people, a Centipede usually carries a crew of three humans and several robots; at least one person with Driving (ATV) skill is required to run it. A SMV costs \$200,000 new; old (and less-reliable) models are cheaper.

Adventures on Sunrise

Prospecting. Many smaller companies are short of trained mining personnel, but will take anyone skilled in Vacc Suit, Exoskeleton, or Mechanical (vehicle) Engineering. For ten percent of an estimated \$1 million profit, the PCs sign on for a Dayside mining expedition. But though the strike is as rich as they were led to believe, on the way back the vehicle is caught by a sudden volcanic eruption; the driver is dead, his module buried in molten lava. The modules with the miners and the cargo are still intact. Unfortunately Sunrise weather satellites have just issued a solar flare warning; all ships and vehicles are streaming back to the twilight zone, and there is no chance of rescue. They have eight hours to escape Dayside before it becomes an inferno — plenty of time, except that their vehicle is still stuck, and few have had much, if any, driving experience.

With the robots wrecked, the explorers must venture out in the searing heat in armored exoskeletons and work to detach the other two modules (requiring Exoskeleton and Mechanic rolls), then pilot the crippled Centipede back across 200 miles of Dayside until they reach the twilight area; with ten legs lost and at maximum speed (40 mph) this will take five hours. Driving (ATV) skill rolls (defaults to IQ-5) will be needed every hour or so to keep the vehicle stable in quakes, and to avoid hazards like further lava flows and hidden chasms. Add +3 to driving skill if the PCs travel at half speed. Each hour in the sun, a SMV has a chance of a random malfunction (5 or less on 3d), +1 for every hour after the first until it has at least two hours in the shade to radiate waste heat. If the prospectors can make it back, they will be rich, but if not . . .

The Untouchables. Illegal drugs from Cornwall and Moonjam are being smuggled into Night City. Saris Conway of the Cabal is the head of the drug syndicate on Sunrise; her ruthless extermination of independent operators has washed the tunnels with blood, and Cabal assassins have intimidated or killed most local law enforcers. In desperation, the Colonial Office has called in the Patrol, and the PCs, as an elite team of operatives, are sent to Sunrise to bring Conway to justice.

PLANETARY RECORD: Sunrise (Desdemona I)

Planet type: Hot Rockball
 Diameter: 7,855 miles
 Gravity: 1.27 G
 Density: 7.1
 Composition: Metallic
 Axial Tilt: 0°
 Seasonal Variation: None
 Length of Day: 1,752 hours
 Length of Year: 1 day/.2 Earth years

One hex = 550 miles

Atmosphere

Pressure: None
 Type and Composition: Trace gases from volcanoes
 Climate: Infernally hot to freezing
 Temperatures at 30° latitude: Low -200°, Average 0°, High 1,800°
 Surface Water: 0%
 Humidity: 0%
 Primary Terrain: Desert, Hills

Mineral Resources

Gems/Crystals: Scarce
 Radioactives: Ext. Plentiful
 Industrial Metals: Ext. Plentiful
 Organics: Absent
 Rare Minerals: Ext. Plentiful
 Heavy Metals: Ext. Plentiful
 Light Metals: Plentiful

Moons

None

Biosphere

Dominant life form: None
 Other significant life forms: None

Civilization

Population(s): 106,200 (PR 5)
 Tech Level(s): 10
 Control Rating: 3
 Society: Federation Territory, governed by colonial office
 Starports: Class IV at Night City
 Installations: Naval base in system, small mining company HQs
 Economic/Production: Exports heavy and radioactive metals; imports food, water and manufactured goods

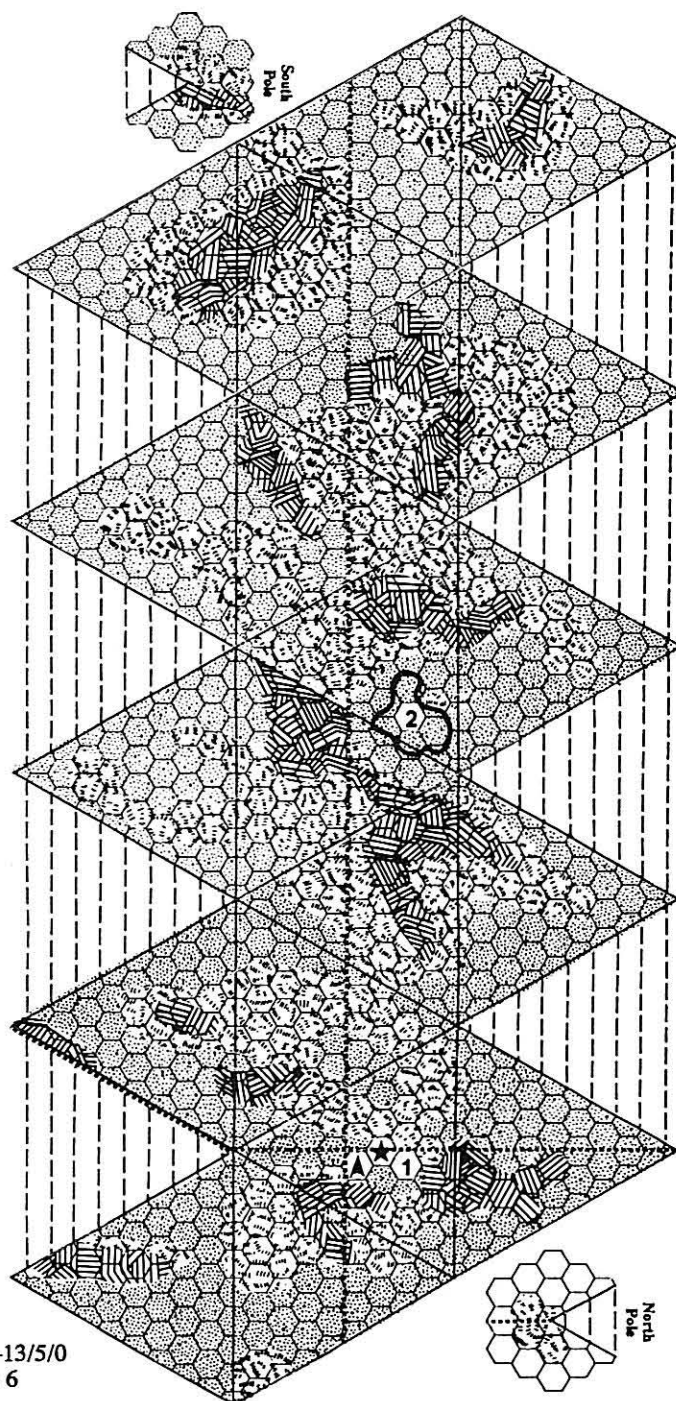
Other Notes

Map Key: 1. Night City in twilight zone (1,100 miles wide) 2. Lake of Fire (center of Dayside)

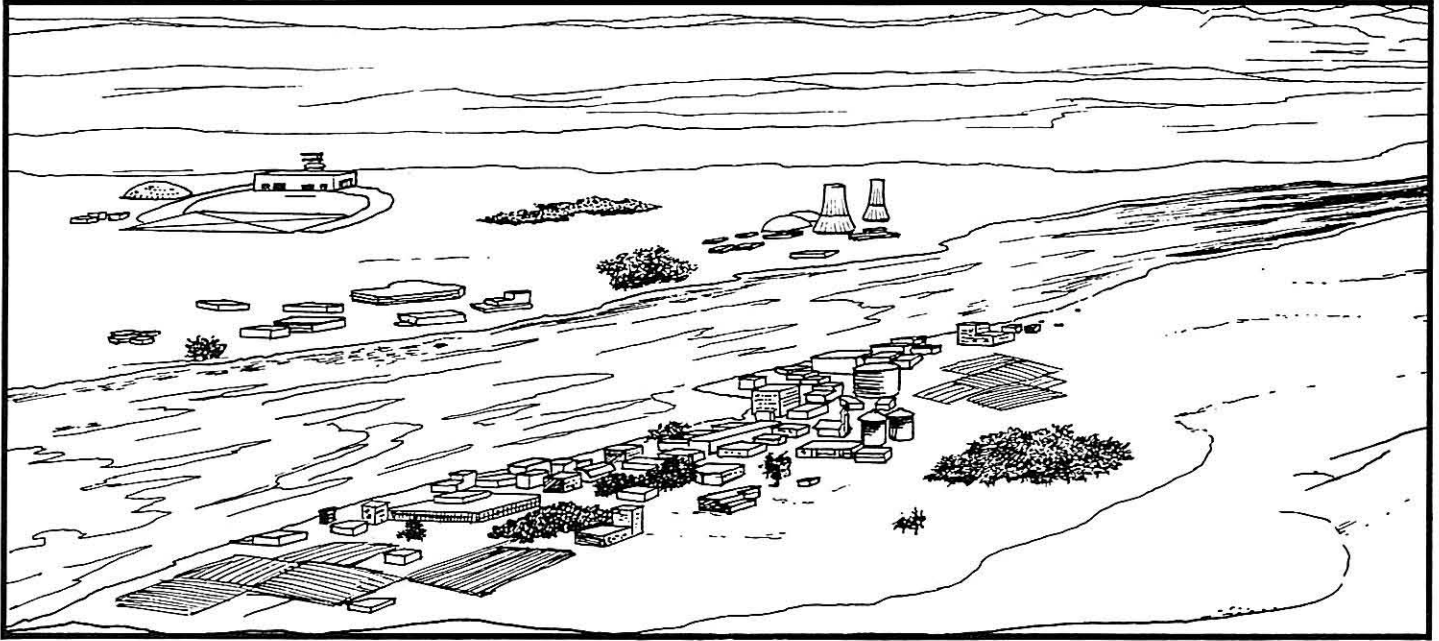
System Information

Star Name: Desdemona Type: A3 V Location: Phoenix -13/5/0
 Biozone: 3.1 to 4.7 Inner Limit: 0.0 Number of Planets: 6

Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Sunrise	.5	Hot Rockball	7,855	7.1	1.27	None	Detailed above
2. Blake	.9	Hot Rockball	1,300	4.7	.13	None	No recorded landings
3. —	1.3	Asteroid belt	—	—	—	—	S type
4. —	2.1	(empty orbit)	—	—	—	—	—
5. Jallico	3.7	Hot Rockball	4,724	3.9	.42	None	—
6. —	6.9	(empty orbit)	—	—	—	—	—
7. Niagara	13.3	Gas Giant	67,500	1.9	2.9	Hydrogen	—
8. Matebrachne	26.1	Gas Giant	52,000	2.5	3.0	Hydrogen-Methane	Faint ring
9. Klondike	51.7	Iceball	3,200	3.7	.27	None	Naval base



Tara (Morgan III)



Tara is a hot, dry world, crisscrossed by a network of canals which bring life-giving water from its shallow equatorial seas. Cities and farmland stretch alongside the canals and major rivers, but beyond this narrow strip of green is dry, cracked earth and barren desert. The planet is not rich in natural resources, and its agriculture is barely sufficient to feed its own population. But Tara's location at a junction of interstellar trade routes has made it a thriving commercial center.

The world is part of the Phoenix Domain, ruled by the hereditary nobility, headed by the powerful Countess of Tara. However, commerce is an accepted alternative to holding land, especially for those sons and daughters who do not inherit estates. The Merchants' Guild (the Domain's equivalent of the Free Trade League) wields considerable power in local politics, and many ships are captained by local nobles or merchant gentlemen.

Tara's trading ships are regular visitors at neutral and Federation ports, and the rivalry between the merchant spacemen of Tara and the free traders of Rhad (see p. 52) is known throughout the sector. To the merchant crews of Rhad, Taran captains are foppish dandies and their crews are uneducated serfs; the Tarans view the free traders as uncultured pirates and smugglers, reacting to them at -3 (and vice versa). Bar fights between opposing crews are common in any but the best-patrolled startowns, and an encounter between rival captains in free space is likely to end in battle.

With interstellar commerce comes wealth and leisure, at least for the upper-and middle-classes. Tara is the cultural and artistic hub of the Phoenix Domain. Music, theater and dance are high art forms on the planet, and Tara's tri-vee stars are celebrated even within the Federation; the glittering palace affairs hosted by the Countess and her sycophants echo the splendor of any Imperial court. The local nobles are known as generous patrons of the arts, and any talented performer or artist — even a Federation citizen — who pleases the Taran court will be generously rewarded.

However, fame and a noble's favor are a mixed blessing on Tara; duels are common (and legal) according to the planet's laws and customs — not only between nobles, but between rival

commoners as well. Many a hot-blooded artist who lost patronage to a rival has sought recompense in blood! The vibroblade and neurolash are the preferred duelling weapons, and the Gentleman's Code of Honor (see p. B31) is held by those who wish to remain in favor with the romantically-inclined nobles and the public at large. Legal duelling rules require that a duel and its conditions be registered with the magistrates 24 hours ahead of time, and that a noble or peace officer be available to witness it; running from a duel creates a serious Social Stigma (-2 reaction from any who learn of it).

Adventures on Tara

A Matter of Honor. The adventurers have been hired by the billionaire president of a Federation multistellar corporation. His daughter ran away from home to Tara, where she wants to "find herself" as a jazz musician. The adventurers are offered a princely sum to go into the Domain and retrieve her alive and healthy. Finding her is easy enough, but they discover she has won the hatred of a rival musician, and has been challenged to a duel . . . to the death! She has little skill, but is willing to fight. If she dies, the hunters don't get their commission, and she refuses to leave with her honor stained. Fortunately, Taran law allows a woman to choose a stand-in for a duel — will she choose one of her would-be rescuers?

Cloak and Dagger. The old countess of Tara has suddenly taken ill with a rare disease, and the doctors say she is dying; she has seven adult children, but for some reason has yet to name her heir! Tara swirls with plots and intrigue as her children and their supporters vie for her favors. The struggle has already turned bitter; duels between the partisans of the different siblings are common, and at least one claimant has resorted to assassination to clear away sibling rivals. The eldest son is already dead, poisoned by zaphra venom; a younger daughter barely escaped, and has fled into exile on Timos, perhaps to hide, or to hire Dark Legion bodyguards. Visiting adventurers may decide to throw in their support to one or another faction, or act as mercenaries if the countess dies without naming an heir, and the struggle turns into a brief-but-bloody civil war.

PLANETARY RECORD: Tara (Morgan III)

Planet type: Earthlike
 Diameter: 10,127 miles
 Gravity: .92 G
 Density: 4.0
 Composition: Low-Iron
 Axial Tilt: 0°
 Seasonal Variation: None
 Length of Day: 22 hours
 Length of Year: 195 days/.49 Earth years

Atmosphere

Pressure: .92 (standard)
 Type and Composition: Nitrogen 78%, Oxygen 21%, Neon 1%
 Climate: Hot
 Temperatures at 30° latitude: Low 85°, Average 105°, High 125°
 Surface Water: 20%
 Humidity: 25%
 Primary Terrain: Desert

Mineral Resources

Gems/Crystals: Scarce
 Radioactives: Scarce
 Industrial Metals: Scarce
 Organics: Ample
 Rare Minerals: Ample
 Heavy Metals: Absent
 Light Metals: Ample

Moons

One small and one medium-sized moon (Colin and Duiglass)

Biosphere

Dominant life form: Imported fig trees and palms
 Other significant life forms: Native cacti and lichen

Civilization

Population(s): 1 billion (PR 9)
 Tech Level(s): 9(10)
 Control Rating: 3
 Society: Feudal with rising middle-class
 Starports: Class V at Gwenyfar, Class II at Chime
 Installations: Naval base in orbit
 Economic/Production: Tourism based economy, cultural center of Domain; imports luxury foods, manufactured goods

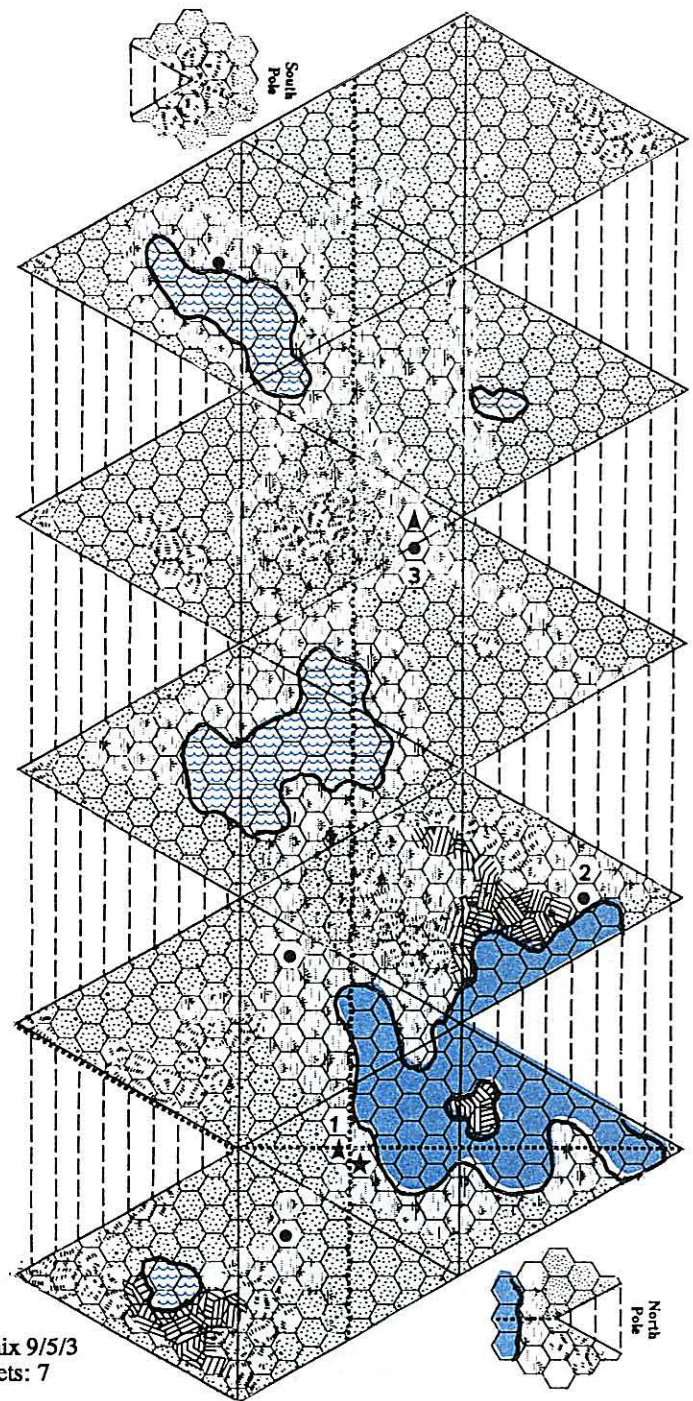
Other Notes

Map Key: 1. Gwenyfar (capital) 2. Blue Mountains (artists' colony)
 3. Chime (major city)

System Information

Star Name: Morgan
 Biozone: .5 to .6
 Type: K5 V
 Inner Limit: 0.0
 Location: Phoenix 9/5/3
 Number of Planets: 7

Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Llewelyn	.2	Hot Rockball	5,600	4.9	.63	Thin Nitrides	Metallic moon
2. Mab	.4	Hostile Terr.	17,900	5.3	2.2	Hydrogen	—
3. Tara	.6	Earthlike	10,127	4.0	.92	Oxygen-Nitrogen	Detailed above
4. —	1	(empty orbit)	—	—	—	—	—
5. Murray	1.8	Gas Giant	20,000	3.0	1.37	Hydrogen	Unusually dense
6. Cwyll	3.4	Gas Giant	71,000	1.7	2.76	Hydrogen-Helium	—
7. Lothion	6.6	Rockball	2,400	4.2	.23	Trace Methane	No recorded landings
8. Hildegard	13.0	Iceball	5,500	2.1	.26	Dense Methane	No recorded landings



Timos (Pibroch III)

This chilly world has only recently escaped a planetary ice age; its scenic glaciers, untamed forests and tall mountains make it a favorite resort planet for Domain nobility. Although the planet is ruled by the aging Count of Timos, many other great nobles of the Phoenix Domain keep large estates in the countryside, and even Duke Osric maintains a summer palace. The nobles' favorite sport is hunting, but since the planet's most dangerous animal could easily be defeated by a small housecat, the Count has imported predators from other planets, sometimes with genetic modifications to enable them to survive on Timos. Terran polar bears, snow spiders from Winterjewel (p. 66), and Rhadian ice bats (p. 52) can be met in the wild, and other dangerous beasts may be added at any time.

Timos is rich in resources other than natural beauty. The planet has abundant industrial metals and crystals, and its thriving factories manufacture high-quality electronics, robots and consumer goods. A significant percentage of Timos' industry is controlled by Darkstar Dynamics, a multistellar corporation owned by a noble family whose power rivals that of the planet's Count — the House of Swords. Although Darkstar Dynamics has many interests, it specializes in mining and robotics manufacture. Its mining operations are infamous for efficiency at the expense of worker safety and environmental damage. Darkstar Dynamics warrior robots and cybertanks equip the Dark Legion and Phoenix Guard, as well as many private retinues within the Domain, and its household and industrial robots are acknowledged to be among the most sophisticated in the sector — many find their way into the Federation despite high tariffs.

The planet's industries, and its location near the Phoenix Nebula, made it a target of Ilshani attacks during the war, and a small landing force of cyborg Starsoldiers actually broke through the planetary defenses before being destroyed by reinforcements. Since then, Timos has been heavily fortified; in addition to the count's household troops, the world is now the headquarters of the famous Dark Legion, an elite corps of Domain mercenaries. Large contingents of the Legion currently serve on Shiva and Winterjewel, and platoon- or company-sized detachments serve nobles or merchants throughout Domain space.

The Archons of Silence

The inhabitants of Timos have long had a tradition of mysticism; nobles and gentry often dabble in astrology and the occult, and Dark Legionnaires often bring back strange religions from across the stars. Over the last five years, another new religion has gained many adherents — that of the Archons of Silence, whose adherents preach unity in a Cosmic Mind. The Archons have several degrees of membership, and those who obtain the highest degrees are said to share a communication beyond speech, hence the cult's name. In their mountaintop communes, converts receive mental and spiritual training, including rigorous physical exercise and martial arts followed by sessions of group meditation and the study of Zen-like disciplines. Although their methods differ from many other cults, the Archons have attracted a surprisingly large number of upper-class converts, including many nobles and captains of industry.

The Archons credit their success to the awareness of the Cosmic Mind brought about by Archon training; its opponents charge that the organization's methods amount to brainwashing, saying their rise had more to do with the generosity and connections of some of its wealthier members — which also brought it immunity from government investigations. But the real reason

behind the rise of the Archons is far more sinister. During the Ilshani invasion, the Domination left a secret base on Timos, complete with a artificially intelligent computer and a cadre of star-soldiers in suspended animation. Though it remained dormant for years to avoid arousing Domain suspicion, the base has recently been reactivated by the Domination. Using the Archon organization as a cover, Ilshani agents have been replacing the minds of the upper levels of the planetary government with those of Ilshani operatives by taking secret tissue samples of their targets, creating clones, and playing braintapes of Ilshani minds into them. With doubles available, it becomes a simple matter to replace the original. This time, the Domination hopes to conquer the Domain from *within*.

Adventures on Timos

Deprogramming. The daughter of a noble in the House of Swords has joined the Archons of Silence; her father thinks she has been brainwashed, and hires the PCs to rescue her from the Archon's citadel and deprogram her. Little do they realize that the being he thinks of as his daughter is actually an Ilshani agent — and her orders are to kidnap *him*!

Join The Cosmic Mind Today! The Archons have established a mission on a Federation world, and someone in authority, perhaps Federal Intelligence or a local religious leader, hires the PCs to investigate it, perhaps by becoming members. The off-world mission is actually a cover for espionage. There is no braintaping equipment or other obvious evidence — but the investigators may discover clues that lead them to Timos.

Legionnaires. Like many mercenary units, the Dark Legion is not fussy about a recruit's background; even Federation soldiers may join. The pay is good, and if they can survive the iron discipline of its Centurions, they have the satisfaction of belonging to one of the toughest and most professional warrior units in existence. But the Dark Legion has few scruples about what commissions it takes, and even fewer about civilians who get in its way.



PLANETARY RECORD: Timos (Pibroch I)

Planet type: Earthlike
 Diameter: 9,210 miles
 Gravity: 1.1 G
 Density: 5.3
 Composition: Medium-Iron
 Axial Tilt: 39°
 Seasonal Variation: Earthlike
 Length of Day: 30 hours
 Length of Year: 17 days/.06 Earth years

Atmosphere

Pressure: 1.1 Standard
 Type and Composition: Nitrogen 78%, Oxygen 21%, Argon 1%
 Climate: Cool
 Temperatures at 30° latitude: Low 32°, Average 51°, High 79°
 Surface Water: 29%
 Humidity: 34%
 Primary Terrain: Hills, forest

Mineral Resources

Gems/Crystals: Ext. Plentiful
 Radioactives: Ample
 Industrial Metals: Plentiful
 Organics: Plentiful
 Rare Minerals: Plentiful
 Heavy Metals: Ample
 Light Metals: Plentiful

Moons

None

Biosphere

Dominant life form: Small squirrel-like mammals
 Other significant life forms: Imported predators from many worlds

Civilization

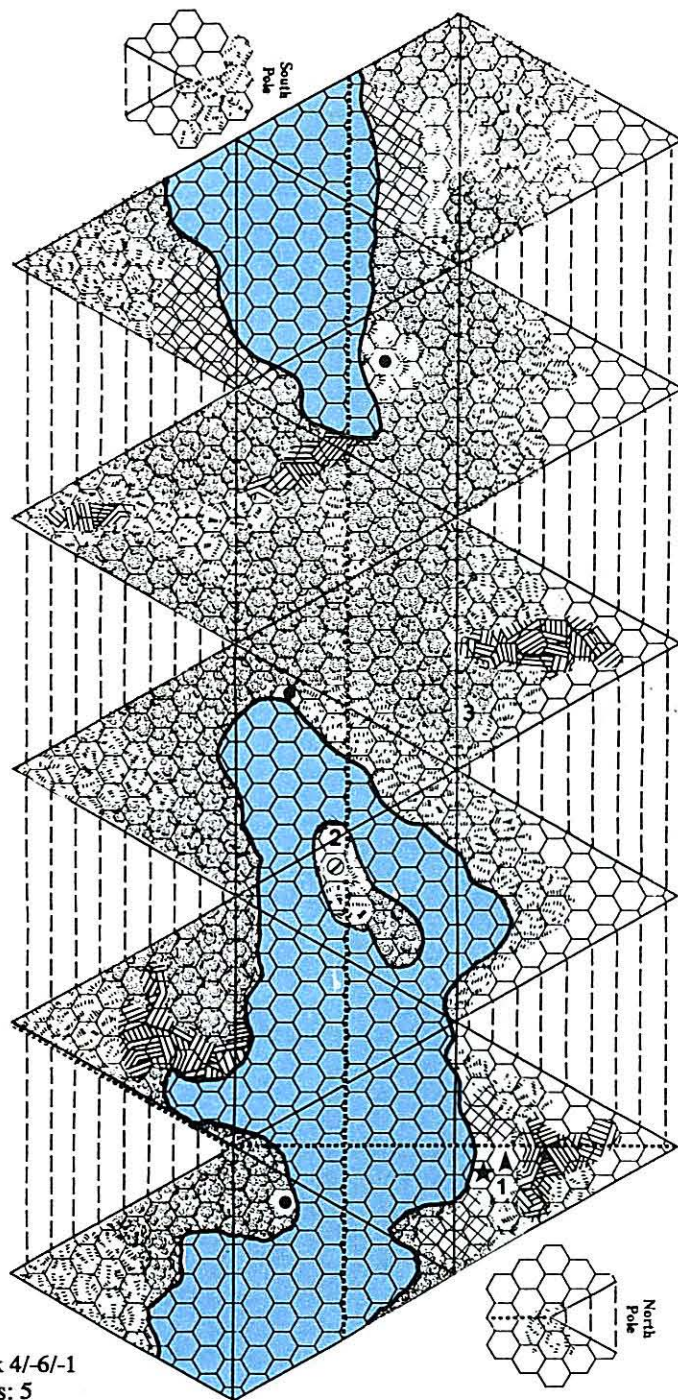
Population(s): 1.2 billion (PR 9)
 Tech Level(s): 10
 Control Rating: 3
 Society: Feudal
 Starports: Class V at Kreopotnik, Class IV military starport in orbit
 Installations: Mercenary camp (Dark Legion), Orbiting Naval base, Religious shrines, corporate headquarters
 Economic/Production: Exports robotics, electronics; imports luxury foods, exotic beasts, heavy vehicles and weaponry

Other Notes

Map Key: 1. Kreopotnik (capital) 2. Monastery of the Archons of Silence 3. Dark Legion training camp

System Information

Star Name: Pibroch
 Biozone: .1 to .2
 Type: M5 V
 Inner Limit: 0.0
 Location: Phoenix 4/-6/-1
 Number of Planets: 5



Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Timos	.1	Earthlike	9,210	5.3	1.1	Oxygen-Nitrogen	Detailed above
2. Aspen	.45	Gas Giant	36,000	1.5	1.2	Hydrogen-Methane	Faint ring
3. Nightwing	.8	Cold Desert	6,100	3.2	.44	Thin Oxygen-Nitrogen	Small penal colony
4. Rogue	1.5	Rockball	900	6.3	.13	None	Retrograde rotation
5. Stardragon	2.9	Rockball	15,600	4.3	1.5	Dense reducing	Scientific base
6. —	5.7	Asteroid belt	—	—	—	—	—

Videga (Virane III)

The thriving industrial world of Videga was the site of a bitter struggle between Domination and Phoenix Domain forces during the Ilshani invasion. At first, only military units were hit by the flurry of biological and atomic warheads, but as the conflict intensified and the Ilshani Starsoldiers began to prevail, the retreating Domain forces targeted starports and industrial centers to keep them out of enemy hands. Cities and croplands were blasted by nuclear fire, the people slaughtered by biological and chemical weapons — not just killing, but sowing a legacy of death among future generations. The battered Ilshani found they had won a radioactive shell of a planet, evacuated their survivors, and left the world to its fate.

Miraculously, many Videgans survived. Shelters placed underground against the icy weather and devastating storms of the planet's winter saved many from the direct effects of the attack and, though the majority died, enough lived to begin the long road to recovery. It wasn't easy. The populace was racked with plagues and lethal mutations, and deformity and disease were

ogy — especially that of Makidrin and Faustus — is among the most advanced in the sector.

The inhabitants of other areas of Videga were even less fortunate than those who survived in the shelters. Many of those who escaped total destruction died slowly of starvation and disease. Most citizens of rural areas could not survive the increasingly hostile environment and today only a few live as scavengers in and around the ruined, radioactive cities.

Although it was the Ilshani and the Phoenix Domain who were responsible for the Devastation, the inhabitants of Videga remain deeply suspicious of all off-worlders, particularly D'ken (-2 reaction to humans, -5 to D'ken). Nevertheless, the Videgan recovery has led to renewed interstellar trade, which most inhabitants recognize as vital to the planet's recovery. The Federation wants to form closer ties with Videga, but while offers of Federation medical and economic aid have been gratefully accepted by some cities, so far only Faustus has seriously considered the Federation's offers.



commonplace. Reclaiming the surface was impossible — not only was most of the surface radioactive, but the effects of nuclear winter and the depletion of the planet's ozone layer meant that the surface would be uninhabitable for millennia.

Two generations after the Devastation, the majority of the population still lives in crowded underground warrens, filling a half-dozen subterranean cities scattered across the planet. Accessible resources are rare; fusion power and hydroponic agriculture provide the necessities of life. No unified planetary government survives: each of the five city-states is self-sufficient, competitive and jealously independent. Caliban and Ariani are oligarchies, and Edessa is run by a socialist bureaucracy. The two most powerful states are the brutal dictatorship of Makidrin and the benevolent technocracy of Faustus. All maintain military forces, and skirmishes over salvageable ruins or resources are common.

Population pressure in the warrens is intense, mitigated by the high death rates from residual radiation, inherited diseases and lethal mutations from the war. Some mutations were not lethal, and were inherited — many living in Faustus are tailed albinos — but most are fatal. The average life expectancy is 45 years despite sophisticated medical treatment. Perhaps 20 percent of all children are born with serious birth defects — missing limbs, damaged organs or nervous systems, etc. Many adults suffer deterioration of body functions at an early age. With a shortage of replacement organs and limbs, bionics are used extensively, and perhaps as many as a third of all Videgans could be considered cyborgs. As a result, Videgan cybernetic technol-

Adventures on Videga

Salvage. Hidden in the Videgan badlands are tons of abandoned military hardware, ranging from crashed spacecraft and damaged ATVs to still-active mines and robotic war machines left behind to prevent occupation of Videga by the enemy. Some are obsolete, but much is still valuable — and deadly. Off-worlders may be attracted by the prospect of loot, or the rumor of some especially valuable find, perhaps an intact Ilshani warship, may lead to a race between rival treasure hunters, with the PCs on one side or part of an independent salvage crew caught in the middle.

Revolution. The effects of disease, hardship and overcrowding have caused the collapse of order in Caliban. A popular uprising threatens to overthrow the oligarchy, and rioting mobs and revolutionary guards roam the warrens. The PCs could be hired as mercenaries by one faction or another to restore order or seize power, or they might just be visitors, perhaps part of a Federation medical or diplomatic mission caught in the cross-fire; they could even find themselves used as scapegoats by rabble rousers ("kill the off-worlders — they wrecked our world") and find themselves tossed out the city's airlock into the radioactive wastelands without protective suits.

Dark Legion. Federal Intelligence has received reports that agents of the Phoenix Domain are secretly providing advanced weaponry and advisors from the Domain's Dark Legion to the Makidrin dictatorship in return for access to Videgan resources. If the adventurers can find hard evidence of a Domain plot designed to allow Makidrin to conquer the planet, it might convince the neutral city-states to form closer ties with the Federation.

PLANETARY RECORD: Videga (Virane III)

Planet type: Earthlike
 Diameter: 7,100 miles
 Gravity: .97 G
 Density: 6.0
 Composition: Medium-Iron
 Axial Tilt: 48°
 Seasonal Variation: Major
 Length of Day: 32 hours
 Length of Year: 365 days/1.33 Earth years

One hex = 497 miles

Atmosphere

Pressure: .98 (standard)
 Type and Composition: Nitrogen 75%, Oxygen 20%, Neon 3%, others 2%
 Climate: Cool
 Temperatures at 30° latitude: Low 40°, Average 60°, High 80°
 Surface Water: 52%
 Humidity: 45%
 Primary Terrain: Steppes, tundra

Mineral Resources

Gems/Crystals: Ample
 Radioactives: Plentiful
 Industrial Metals: Plentiful
 Organics: Scarce
 Rare Minerals: Ample
 Heavy Metals: Plentiful
 Light Metals: Ample

Moons

Two small moons (Janus and Jocanus)

Biosphere

Dominant life form: None
 Other significant life forms: Mutated Terran ecosystem

Civilization

Population(s): 3.4 million (PR 6)
 Tech Level(s): 9
 Control Rating: 4 (0 outside of cities)
 Society: Factionalized corporate city-states
 Starports: Class IV at Faustus, Class II-III at other cities, Class V under construction in orbit
 Installations: None
 Economic/Production: Industrial; exports minerals, cybernetics; imports TL 10 technology, medical supplies and food

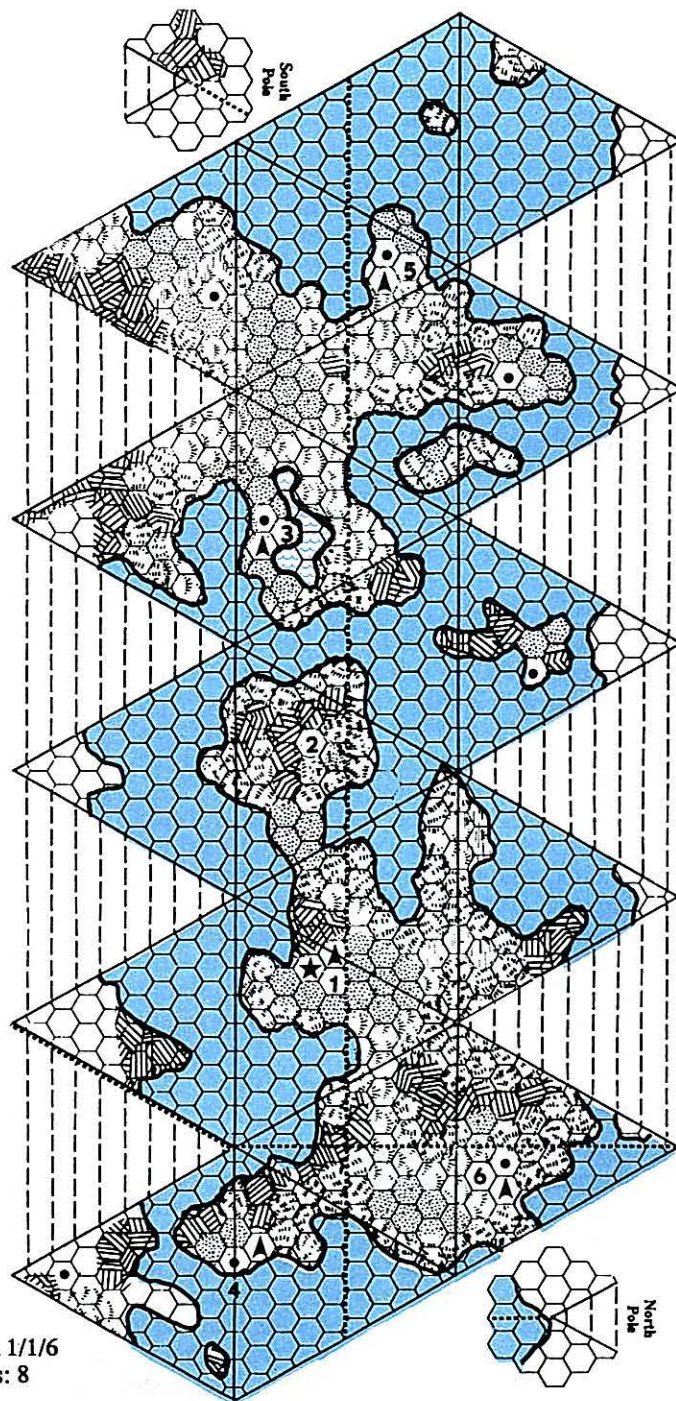
Other Notes

Map Key: 1. Faustus 2. Channan Mountains 3-6. Ruined cities
 Cities are underground; the atmosphere is polluted with radioactive dust

System Information

Star Name: Virane
 Biozone: .8 to 1.2
 Type: G0 V
 Inner Limit: 0.0
 Location: Phoenix 1/1/6
 Number of Planets: 8

Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Ardath	.5	Hot Rockball	2,100	5.5	.26	None	—
2. Cray	.8	Hostile Terr.	6,900	2.6	.41	Thin Oxygen-Nitrogen	Tide-locked
3. Videga	1.1	Earthlike	7,100	6.0	.97	Polluted Oxy-Nitrogen	Detailed above
4. Chinele	1.7	Gas Giant	102,300	.67	1.56	Hydrogen-Methane	3 large moons
5. Sidrax	2.9	Gas Giant	85,000	1.4	2.7	Hydrogen-Methane	Faint ring
6. —	5.3	(empty orbit)	—	—	—	—	—
7. —	10.1	Asteroid belt	—	—	—	—	—
8. Mondragon	19.7	Gas Giant	31,000	1.9	1.35	Hydrogen	Oort belt
9. Sylith	38.9	Gas Giant	58,500	1.55	2.07	Hydrogen-Helium	Retrograde moon
10. Didarnia	77.3	Iceball	4,100	4.2	.39	Trace CO ₂ -H ₂ O	—



Winterjewel (Averness I)

The icy tundra and crystal forests of Winterjewel are home to tribes of fur-covered, nocturnal parahumans, the remains of a regressed colony. The world is a favorite hunting ground for Cabal slavers; its exotic natives find a ready market on Moonjam. The planet has now been claimed by the Phoenix Domain, and was recently granted to Darkstar Dynamics as a commercial fief.

The Domain considers the native parahumans to be little better than animals, and Darkstar mining operations have been conducted with their customary disregard for the world's ecology and inhabitants. Hunting parties from Timos often visit Winterjewel, and it is said that parahuman pelts have come into fashion over the last few years among the nobility of Enlas-Dhu.

Native society is tribal, with an average TL of 0. The language is a corrupted and simplified dialect of Amerish. It is M/A, but defaults to Amerish at -2 and vice versa. Tools are very primitive, but fire is known, and though clothing is rarely worn, blankets, hide tents and ice igloos are often constructed for shelter in deep winter. Firejewel-tipped spears are the most effective native weapon, though some canny traders have taught the natives how to make bows.

The Winterfolk hate the Domain settlers. Some tribes have great respect for Federation personnel; others have never met them, and will confuse any humans with humans from the Domain (-5 on all reaction rolls). Aliens and other parahumans are outside most tribe's experiences; they may be subjects of curiosity, fear or awe.

The catlike Kinski (see p. 77) who have visited the Phoenix Sector have a special affinity for the Winterfolk, whom they regard as genetically improved over unmodified humans. Some Kinski have even abandoned their space-faring lives for a primitive life among the Winterfolk. In turn, some Winterfolk have journeyed to the Kinski homeworld and can even be encountered as part of Kinski ship crews.

Winterfolk

25 points

Superbly adapted for their environment, the Winterjewel parahumans have flourished despite the collapse of civilization. Their bodies are covered with a silky coat of white fur, and except for their long prehensile tails, retractable claws, and wide lemur-like eyes their features are quite human. Lithe and graceful, the Winterfolk are exotically attractive by human standards; they also find humans intriguing, and more than one trader or ranger has become involved in a romantic relationship with a native.

Winterjewel parahumans get +1 to ST (10 points) and +1 to DX (10 points). They have the advantages Attractive Appearance (5 points), Claws (+2 to damage — 15 points), Night Vision (10 points), and their tails can be used as an Extra Limb to grasp and hold things, but not to attack (20 points). They have the disadvantage Primitive (TLO: -50 points) and as parahumans get a -2 Reaction from most unmodified humans (-10 points).

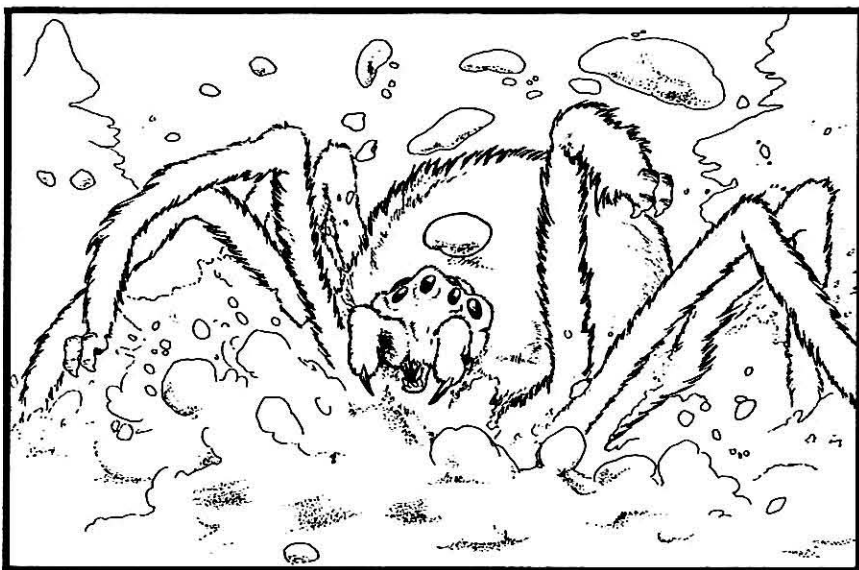
Even during high summer, Winterjewel's climate is bitterly cold. While their fur adds +5 to any HT rolls to survive arctic conditions, winter temperatures drop to near -50, and food is difficult to find. In order to aid the colony's survival, the gene-engineers implanted a hibernation instinct; the parahumans dig or find shelter, then sleep away the coldest quarter of the year. Their reduced body functions require little food or water, but

they wake up *very* hungry. This is the Sleepy disadvantage; Winterfolk sleep half the time (-10 points).

Snow Spiders:

ST: 15	Move/Dodge: 12/7	Size: 1
DX: 14	PD/DR: 1/2	Weight: 70 lbs.
IQ: 4	Damage: 1d-1 imp.	Origin: SF
HT: 12	Reach: C	Habitat: A

These eight-legged predators resemble giant tarantulas covered with white fur. Snow spiders use their clawed legs to dig small pits, which they cover with shards of ice. They can sense heat sources, and when prey comes within reach they leap out and attack. Their bite is poisonous, causing paralysis for one hour and 1d damage if a HT-2 roll is failed. Success means the bite gives only 1d-4 damage.



Adventures on Winterjewel

Crash-Landing. While running arms to the natives, the PCs' ship is shot down by a Domain patrol and crashes far from civilization in the middle of a blinding snowstorm. The ship is wrecked and some of the crew may be injured; the only source of parts to fix it is the Darkstar Dynamics spaceport, half a world away and under hostile control. Avoiding Domain ground and air patrols, the survivors must salvage what they can carry, and perhaps with native help, try to steal the parts needed for repairs (or even a new ship).

Lawrence of Winterjewel. As part of a Federal Intelligence, Survey or Ranger team, the PCs are dropped on Winterjewel to teach the natives, and perhaps organize them to resist the Domain and slavers. Some of the emissaries might even be Winterfolk, children recruited and educated by the Federation on earlier visits and now returned to liberate their people (though they would have to buy off the Primitive disadvantage in this case).

Liberation. While the PCs were leading a tribe's warriors on a raid, a Dark Lightning pirate ship landed in the camp, and using stunners and sleep gas kidnapped the youngsters and non-combatants (including any PCs left behind). They are now penned in the hold, and will soon be shipped off-world and sold as slaves — unless the heroes lead a daring rescue.

PLANETARY RECORD: Winterjewel (Averness I)

Planet type: Ice Desert
Diameter: 6,989 miles
Gravity: .84 G
Density: 5.3
Composition: Medium-Iron
Axial Tilt: 22°
Seasonal Variation: Earthlike
Length of Day: 73 hours
Length of Year: 55 days/.52 Earth years

One hex = 489 miles

Atmosphere

Pressure: .85 (standard)
Type and Composition: Nitrogen 73%, Oxygen 24%, Argon 3%
Climate: Frozen
Temperatures at 30° latitude: Low -50°, Average -21°, High 0°
Surface Water: 22%
Humidity: 39%
Primary Terrain: Arctic

Mineral Resources

Gems/Crystals: Plentiful
Radioactives: Ample
Industrial Metals: Plentiful
Organics: Ample
Rare Minerals: Ample
Heavy Metals: Ample
Light Metals: Plentiful

Moons

None

Biosphere

Dominant life form: Snow spiders (see opposite page)
Other significant life forms: Tundra and scrub vegetation, small arctic animals

Civilization

Population(s): 1.1 million Winterfolk (PR 6)
Tech Level(s): 0/10
Control Rating: 0
Society: Tribal/Clan with little contact among different tribes
Starports: Class III at Iceguard
Installations: Darkstar Dynamics base, smuggler enclaves, Dark Legion base at Iceguard
Economic/Production: Darkstar Dynamics mining operation; native parahumans trade firejewels for high-tech weapons and goods

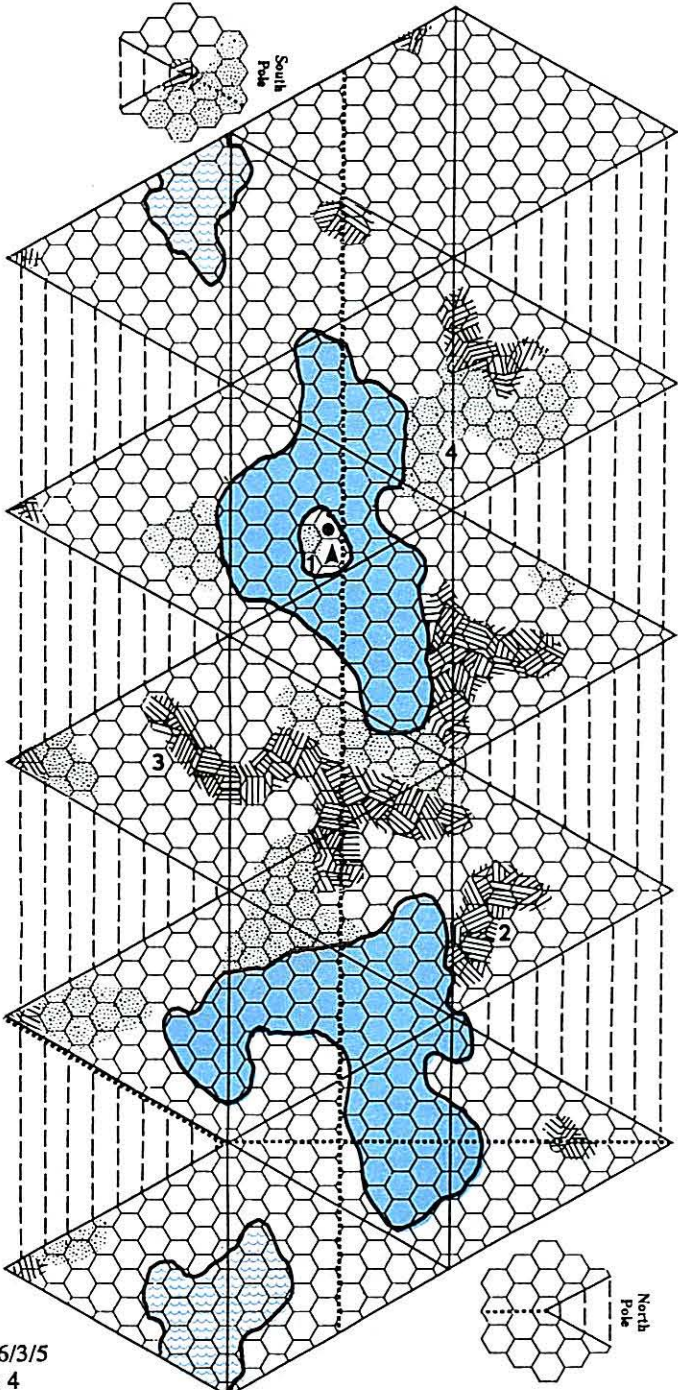
Other Notes

Map Key: 1. Iceguard (starport) 2.-4. Mining sites (approx. 22,000 personnel)

System Information

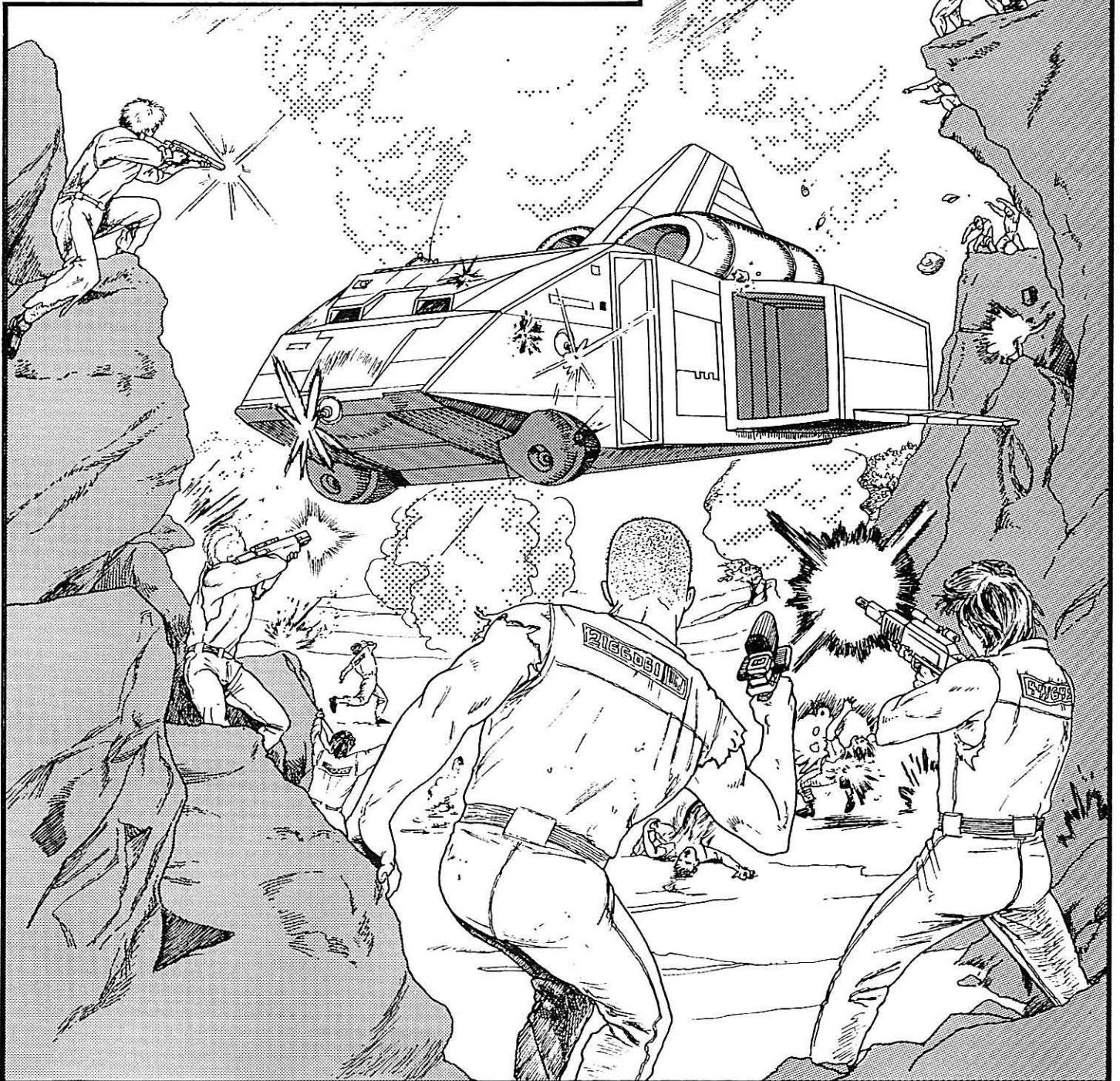
Star Name: Averness
Biozone: .1 to .2
Type: M8 V
Inner Limit: 0.0
Location: Phoenix 6/3/5
Number of Planets: 4

Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Winterjewel	.2	Ice Desert	6,989	5.3	.84	Oxygen-Nitrogen	Detailed above
2. Darkgem	.6	Gas Giant	48,500	2.5	2.8	Hydrogen	Faint ring
3. Amber	1.0	Rockball	2,500	4.0	.23	Trace Nitrogen	No recorded landings
4. —	1.8	(empty orbit)	—	—	—	—	—
5. Cat's Eye	3.4	Iceball	1,500	3.4	.1	None	No recorded landings



SAGA SECTOR

This section includes descriptions of 24 worlds in 23 star systems; 18 of the worlds are inhabited by humans, three by non-humans, and three are uninhabited, but significant. This material is designed to work in combination with the Phoenix Sector, but it can be part of any interstellar campaign. The worlds and systems are presented as individual entities; the GM can link them as he chooses. Maps are provided on pp. 79-81 so that the entire sector can be used as a unit. Other worlds of the GM's own design may be added as well:



Sector Information

"Give me your poor, your tired, your huddled masses, your prospectors, your free traders, your misfits, your gamblers, your criminals, your bounty hunters . . ."

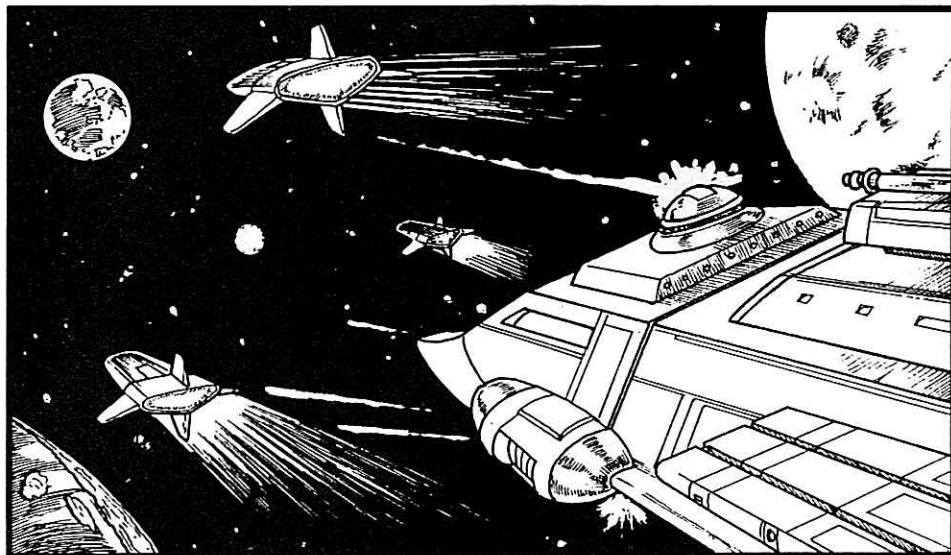
(Graffiti hastily erased from the base of the statue of Musashi near Nu-Edo starport — author unknown.)

The Saga Sector is located on the outer edge of the Orion Arm, 1,800 parsecs from Earth. Beyond the Sector is the Gunningagap, the 2,000-parsec void between the Orion and Perseus Arms . . . and beyond that, no one knows. This far out, no earth-centered Empire or Federation has much influence. The sector is also near enough to the Troika worlds (see *Aliens*, p. 76) to conduct some business with the Nexa traders — and possibly too near Kraken territory for safety (see p. 78).

Settlement of most of the worlds in the Saga Sector is comparatively recent (partly because many early exploratory vessels mysteriously disappeared). Most of the habitable planets were first charted by the Survey Service barely 150 years ago, and many haven't been thoroughly explored. The communities on Montgolfier and Breuse are even younger; nearly a century passed before anyone wanted the planets. New Lausanne is still being terraformed by algae and bacteria. Welbefallen, on the other hand, was discovered and settled by a lost colony ship some 250 years ago; the colonists later founded communities on Marianis and Covenant before being discovered by the Survey Service. Most of the worlds are self-sustaining, if not quite self-sufficient — Musashi and Ironsides even export goods to worlds in the Phoenix Sector and beyond. The labs on Fabergé are among the best in human space. Far from being anarchic, most of the sector worlds enforce their laws stringently (at least in the cities). And yet, little heed is paid to a visitor's previous record; many colonists are fugitives, and many ships that deliver goods between the sector worlds are stolen . . . but as long as they work, no one complains. Only the richest and most jaded tourists come to the Saga Sector — and half of them are bounty-hunters in disguise . . .

Alternate Backgrounds

To keep this atlas as generic as possible, the listings for the individual worlds contain very little about "external" politics and events. GMs using the Saga Sector as a unit may pick one of the following sector histories suitable for different campaign backgrounds.



Alleluia, Salvation and Glory, Pty. Ltd.

ASG, Pty. Ltd., is the Welbefallen Theocracy's financial management corporation and treasury, controlling the government's cash flow and budget. It is managed by a council of high-ranking cardinals and bishops, chaired by the ostentatiously rich evangelist, James Falk. In the interest of maintaining a Christian order, Falk keeps taxes high and priests well-paid. ASG gets most of its revenue from property and income taxes, high export tariffs and church tithes.

Technically, ASG is based on Welbefallen, but most of its offices (and power) are on Covenant. The company has come under scrutiny recently for what some consider shady financial dealings. The fanatical splinter group the Whip of God accuses ASG of living in the lap of luxury off the earnings of the poor and underprivileged while the faithful live in squalor.

Languages

The most common language of the Saga Sector is Amerish (American English). The Welbefallen Theocracy speaks a slightly archaic, but easily understood, dialect of Amerish (though they may have difficulty understanding normal Amerish speakers: -1 penalty). Other languages commonly spoken in the sector are Ja'nese (mostly on Musashi and Mori-no-Kami), Russian, French, and pidgin Nexa. The Kinski speak their own language among themselves; it contains pops, rumbles and growls that humans cannot produce.

Anarchy

The Saga Sector is so remote, unexplored and underpopulated that no interstellar government has ever tried to control it. It would cause severe headaches for anyone who tried — the Troika have two permanent bases in the sector; the Welbefallen Theocracy is fiercely independent; Covenant and Paragon are ripe for revolution; Alardin will not recognize females in authority; and Tlalocan is locked in a pointless civil war.

The balance of power in the sector tends to change slowly, rather than violently. On a military and commercial level, Musashi and Ironsides are keeping each other — and everyone else — in check. A few decades ago, it was Covenant and Paragon. The future may belong to Fabergé, or Wisshard . . . or even the Troika.

High-Tech Ninja

The henchmen of the Kojiki-Yakuza are, in the spirit of the ancient Earth ninja, the casteless, secret warriors of the Oriental underworld. On Musashi and Mori-nokami, all ninja have a -2 Reputation with those who recognize them as ninja. They are trained in Ninjitsu and will have the following skills at 13+: Acting, Acrobatics, Demolition, Disguise, Escape, Fast-Talk, Forgery, Holdout, Judo, Karate, Katana, Lockpicking, Shadowing, Shuriken, Stealth and Streetwise. They also have the following strictly ninja skills at 13+: Bladed Hand (defaults to DX), Obstacle (DX), and Blowpipe (DX-4).

Typical ninja advantages include Combat Reflexes, High Pain Threshold, and Double-Jointed. Disadvantages can be chosen from Overconfidence, Secret, Sense of Duty (to the Kojiki-Yakuza), and Vow. The ninja wear black, TL-9 ablative armor, which has PD 4 and DR 24 against lasers, flamers, and blasters — PD 1, DR 4 against all other weapons.

In combat, a Kojiki-Yakuza ninja uses either a vibroblade glove (tiger's claw) for swing+1 cutting or thrust+3 impaling damage, or a vibroblade katana for swing+5 cutting or thrust+5 impaling damage. If bereft of these weapons, the ninja resort to Karate or Judo in close combat. They rely on the element of surprise, and if faced with heavy firepower, they attempt to drop into the shadows, returning at the least expected time.

If pursued, the ninja drop a spray of small caltrop mines which explode for 2d damage on contact (roll against Vision to notice, DX to avoid). Or if given enough time, they use their Demolition skill to set larger explosives with motion detectors that explode for 4d damage (Vision roll to notice, DX+1 to avoid).

More information about traditional ninja tactics can be found in *GURPS Japan*, pp. 54-58.

Alliance

Most of the Saga Sector's worlds are nominal members of the Alliance . . . but just barely. Breuse, New Lausanne and New Siberia are officially uninhabited (or at least ungoverned). Paragon and Covenant pay lip-service to the Alliance, and maintain embassies on Earth, but freely ignore their laws.

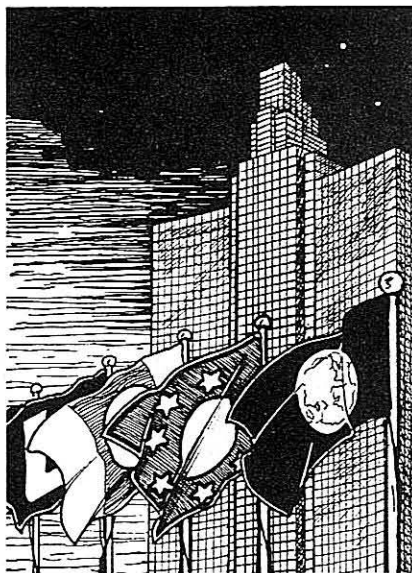
The Alliance forbids trade in weapons or any goods of above TL8 to alien races. On this issue, they have found an unlikely ally in the cautiously xenophobic Kojiki-Yakuza. Many suspected smugglers have thrown themselves on the mercy of the Patrol, rather than fall into the hands of the Yakuza ninja (see sidebar, p. 70).

Federation

The Federation controls the Saga Sector — if you can call it control. The Welbefallen Theocracy refuses to join, and barely tolerates its presence on Covenant. Paragon has a less-open contempt for Federation law and power, using their quarantine laws to keep Federation forces off their planet. The Federation thus has a vested interest in supporting Musashi's bid to become sector capital.

The Federation was unable to help with the plague on Paragon, powerless to prevent the economic breakdown on Rowen, and unwilling to intervene in the war on Tlalocan. Put bluntly, these worlds are too remote to be worth the cost of a strong Federation presence, and information frequently fails to reach Federation power bases in time.

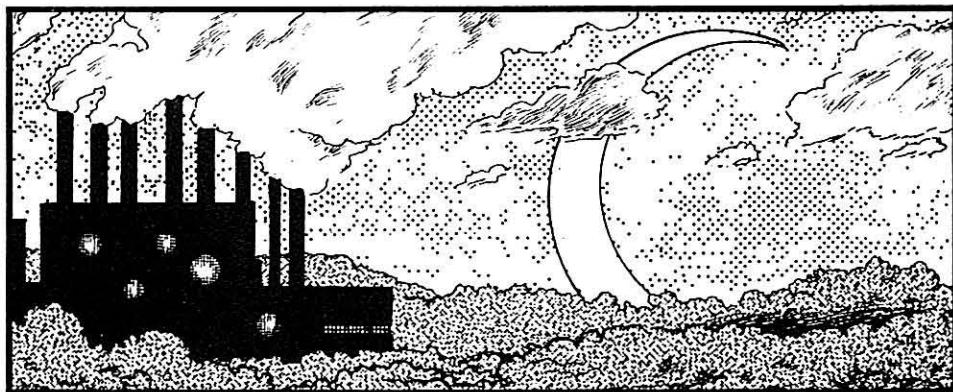
The Federation is also trying to slow an expensive and potentially dangerous arms race with the Troika. Most planetary governments support this policy (except Ironsides and the Welbefallen Theocracy).



Corporate State

Control of the Saga Sector is temporarily centered on Pergamos, the capitol city of Covenant and corporate headquarters of ASG, Pty. Ltd., the finance department of the Welbefallen Theocracy (see sidebar, p. 69). The Welbefallen Dollar is currently unsteady — many of the sector's economists are predicting the fall of Covenant and the rise of the Shinju-Zaibatsu, based on Musashi. Both

the Zaibatsu and the Ironsides subsidiary of the Trans-Sol Corporation are reportedly looking to buy Hautdesert from Heavy Metal Mining, Inc., which in turn is negotiating with the Wisshard Co-operative. The Financial Office on Alardin is considered a small-time player, and the governments on Rowen and Paragon are has-beens. Montgolfier's Ardenine industry and Tlalocan's farms have secret deals with the Shinju-Zaibatsu and will profit considerably should the Zaibatsu gain control.



The wild cards are the SyncIon Grav (SIG) labs on Fabergé (p. 92), and the inscrutable Troika (see p. 76). Developments such as a faster (or cheaper) spacedrive or communicator, an antimatter power source, or a force field defense could make the Sector very rich indeed — largely at the expense of the megacorporations. Industrial espionage has become an art in the Saga Sector, and there are rumors of more extreme measures being used. Goliath Weaponry GmbH, has been accused of inciting the war on Tlalocan, the market crash on Rowen, and terrorism on Paragon and Covenant, all to maintain a market/testing ground for new weapons and an armed and trained presence in the sector.

Imperial Galaxy

The Saga Sector is commonly known as the Emperor's Hangnail, though less polite anatomical descriptions are sometimes used. The Imperial Court distrusts every major organization in the sector: the Troika, the Welbefallen Theocracy, the Kojiki-Yakuza/Shinju-Zaibatsu combination and the Paragonian elite. The only real consolation is that none of the above is likely to ally with any other, and the Imperial satrap is striving to keep it that way.

The satrap, Prince Ethan Tavernier, has an estate on Paragon but usually resides in Pergamos on Covenant. Tavernier's polished charm and immense patience hide a tendency toward bloodlust and compulsive lying. His equally strong-willed wife, Jacynta, bullies almost everyone *but* Ethan. Ethan is loyal to the Emperor; Jacynta keeps her ambitions secret. Both are well-informed, thanks largely to the Imperial Secret Police, and very good at their jobs. If the sector is part on an empire, increase the PR of all military bases by 1.

Organizations

The major organizations in the sector depend mostly on the type of government the campaign operates under. The GM can use any of the following that he wishes, though some may be incompatible with others.

The Patrol

The Patrol operates normally under an Alliance or Federation government, but most Saga patrolmen will be grizzled veterans with a taste for excitement or thrill-seeking rookies out to prove themselves.

Maps

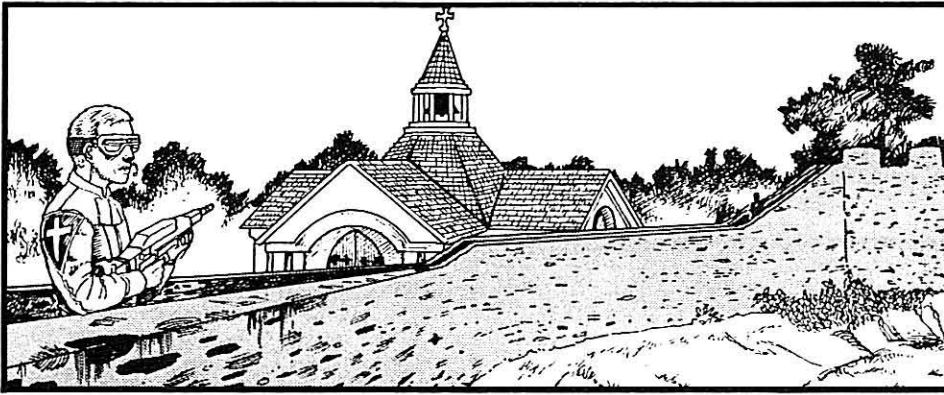
On pp. 79-81 are star maps of the whole Saga Sector for use in different types of campaigns. All maps are drawn to standard scale — 1 parsec per square — but if worlds are closer or more distant in the campaign, the GM can change the scale.

With an ongoing campaign, the entire Saga Sector can be used as a unit. It can serve as the background of a whole campaign, or the GM can drop the individual worlds in wherever they improve his adventures the most.

Normal Space Map

Page 79 is a map of the Saga Sector for normal space travel, like warp drive or hyperdrive. No worlds are shown except for those named in the atlas. The GM may add navigational hazards appropriate to his own campaign.





Jumpline Map

Page 80 is a map of the Saga Sector, showing jumplines. We have assumed that jumplines more than 10 parsecs long are very rare.

This is for a campaign where ships use a jump drive that only works along jumplines. If jump *points* are used, the GM should use the map on p. 79 and add appropriate points.

Jumplines lead off the map to the Phoenix Sector, or they can lead to any sector in the GMs campaign. The GM should keep in mind that both Phoenix and Saga Sectors are frontiers and will not be near sectors that are near Earth.

Because many inhabited worlds have no jumplines leading directly to other useful worlds, a number of extra "waystation" systems are shown on the map. These are shown by the star names, since none of their worlds are important, and are differentiated by parenthesis. If a waystation star has no planets, it is shown by an *. Waystation systems without an * have at least one gas giant, and at least one rockball where an emergency landing is possible.

Distance Table

On p. 81 is a table of the distances, in parsecs, between the 23 systems described in this section. It is generally the only "map" needed for hyperspace travel, and can be used in conjunction with either of the other two maps when figuring travel times.

If the sector is anarchistic, patrol bases will be controlled by planetary police forces. In a Corporate State, all patrol bases will be small (PR -1), but well-funded.

Survey Service

The Galactic Survey Service has an office on Musashi, and is actively involved in exploration of the sector's uninhabited (and some inhabited) worlds. Regardless of the governmental system, the Survey is

grossly underfunded, undermanned and disorganized. This condition could account for the discrepancies in the records of New Siberia and Mori-no-kami. While Survey may not have intentionally caused the loss of reports and other sensitive information on these worlds, their backlogged bureaucracy made it easy for saboteurs to alter or destroy these planet's files. In an anarchic background, replace Survey with the Order of the Table (see below).

The Navy

The Navy will only be present in a federal or imperial campaign. Naval bases will be rugged and independent, making their own rules and employing questionable ethics. The bases are manned with glory hunters and incompetent criminals who hold an attitude of calculated defiance. The officers are corrupt and will quickly take a handsome bribe to ignore a shady deal. Naval officers and enlisted men react to government officials at -2.

Embassies

In any but an imperial or strict federal campaign, foreign embassies will also be bases for spies and "military advisors". Paragonian embassies are largely staffed by police clones. Roweni embassies (usually in the tougher areas of town) are little better than criminal hideouts, where sanctuary and diplomatic immunity can easily be bought.

The Spacer Guild

The guild issues starship pilot licenses — necessary for landing at most starports (in non-anarchic backgrounds). Qualifications include the appropriate Piloting skill at 12+, IQ of 9 or more, and HT of 8+. Licensed pilots cannot suffer from uncorrected Bad Sight, Color Blindness, Deafness, Epilepsy, incapacitating or hallucinogenic addictions, or certain phobias. Piloting a starship in the same map hex as a city or starport, without the appropriate license, is a major offense on most worlds; carrying a forged license (available on the black market for \$1,000-\$1,500) is even worse, punishable by imprisonment or slavery. The Guild has offices at all Class V, Class IV and Class III starports.

The Order of the Table

The Order of the Table is a civilian organization devoted to the same task as the Survey Service; adventurers, treasure hunters and incompetent navigators frequently rush into sectors ahead of the bureaucratic, budget-conscious Survey, and some return with holographs and maps. The Order has a strong Arthurian flavor and has named many of the sector's worlds after characters from Malory's tales: Alardin, Bercilak de Hautdesert, Breuse Sans Pitié, Wisshard, etc. In an anarchy, the Order replaces the Survey Service entirely.

The Welbefallen Theocracy

This religious order rules Welbefallen, Marianis and Covenant. On Covenant, where the Theocracy is losing control, it usually manifests itself as ASG (Alleluia, Salvation and Glory), Pty. Ltd. (see sidebar, p. 69). ASG's churches also function as embassies, and are often better protected.

The Whip of God

The Whip of God is a fanatical splinter group of the Welbefallen church. It believes that the Theocracy has become corrupted through dealings with non-believers (which the Whip sees as compromise) and by its wealth (Covenant being the financial capital of the sector). The Whip is well-armed, but badly organized. Their morale is high, their numbers uncertain and the source of their weaponry unknown.

The Orion Rangers

A group of human xenophobes, the Rangers are opposed to any contact with the Troika or other space-faring alien races. The group is particularly influential on Ironsides, has supporters on Covenant, Paragon, Hautdesert, Tlalocan and Alardin, and has been banned on Fabergé and Musashi. The Rangers are secretly funded by Goliath Weaponry, GmbH, who wishes to escalate the arms race between the Saga worlds and the Trioka.

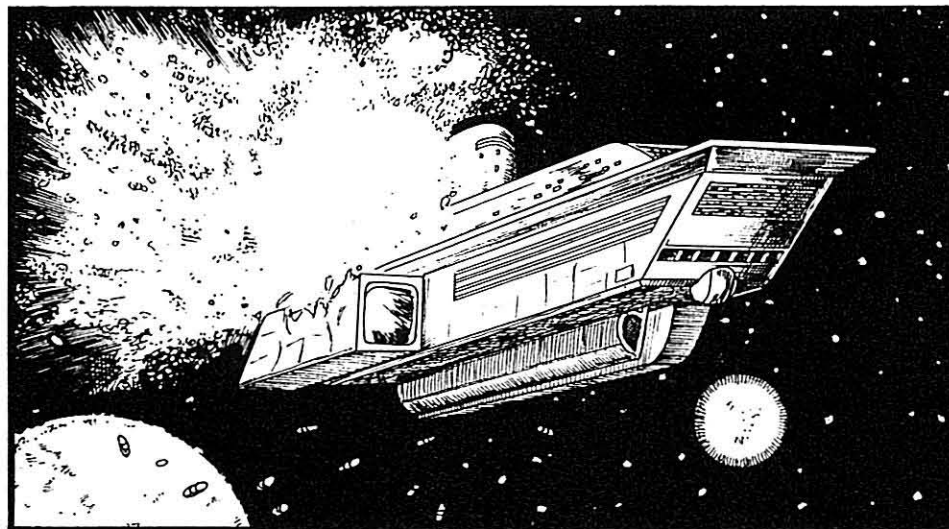
The Kojiki-Yakuza

This tight-knit group is the dominant criminal organization in the sector. Based on Musashi and Mori-no-kami, it has adapted the code of the old Japanese Yakuza, and trains its recruits in a high-tech version of ninjitsu (see the sidebar, p. 70). The Kojiki-Yakuza specializes in industrial espionage, though it also dabbles in the black market, loansharking, extortion and gun running. They have a strict but peculiar ethical code: they will eagerly run guns to the Tlalocan rebels, but accuse one of selling weapons to the Whip of God, and you may lose your little finger — or more!

Campaigns

Spacewreck!

The PCs, none of whom own their own ship, meet on an interstellar liner, the *Cirocco Jones*, en route to Covenant. They may be working as crew, traveling to a new job, shadowing a target or escaping from an enemy . . . but all of this is forgotten when the ship catches fire parsecs from the nearest starport; sirens



Law and Order

If there is no established sector government, laws in deep space are essentially non-existent. Piracy, smuggling and violence abound in the largely-unexplored reaches of the Saga Sector, and the inhabited areas have their own laws which are not always consistent with other world's. One example is Alardin's sexist statutes (see p. 82).

Even if there is an established government, the Saga Sector will be patrolled by corrupt law-enforcers with a "shoot first; ask questions later" attitude. Most patrolmen will accept payoffs to look the other way, and many will be personally involved in illegal activities, perhaps supplying arms to black marketeers or running guns to rebels on Tlalocan (see p. 118).

Adventurers who want a life of crime will have to worry more about competitive crime bosses and trigger-happy hit men than about law-enforcement. The ninja of the Shinju-Zaibatsu are everywhere. If a PC steps on the wrong toes, he could end up rotting in a Mushashi dungeon or floating *sans* vacc suit through deep space.

Escape Capsule

The escape pod from the *Cirocco Jones* holds 10 passengers and will transport them in freeze capsules to a starport or landing strip. Streamlined for landing, but not winged, it will be unable to reach orbit from a planet's surface. It has a dedicated computer with piloting and astrogation programs (Pilot-16, Astrogation-16), but also provides one pilot seat and 60 man-days of life support; the computer is programmed to revive one passenger 48 hours before estimated touchdown. It has no hyperdrive, but the reactionless drive gives .1-G acceleration. It is also equipped with a sensor suite, long-range communicator, 1-man airlock, and emergency pack. The ship is 50 cy. and masses 11.7 tons.

Emergency Pack

The pack contains two survival knives, one vapor canteen, two mini tool kits (Mechanic and Electronic), one hand thruster, two vacc suits with helmet lights and radiation protection PF 2, two 2-hour tanks, five weeks' rations, 100 yds. 3/8" biphasic rope, one cheap laser pistol, medikit with 1 Hypercoagulin, 1 Superstim and 3 Quick-heal.

Louis Rosen

Age 50; Olive complexion, gray eyes and dark brown hair; 5' 5", 160 lbs.

ST 12, DX 10, IQ 16, HT 8.

Advantages: Alertness +2, Bionic Hand, G-Experience, Language Talent +2, Wealthy.

Disadvantages: Gluttony, Lecherousness, Space Sickness.

Skills: Accounting-14, Acting-15, Administration-17, Beam Weapon-13, Carousing-13, Detect Lies-17, Economics-14, Fast-Draw (Pistol)-12, Fast-Talk-17, Forensics-13, Forgery-13, Interrogation-14, Law-14, Mathematics-15, Merchant-17, Poisons-13, Streetwise-16.

Languages: Amerish-16, Ja'nese-15, Russian-14, Nexa-13, Kinski-13.

Rosen wears a heavy monocrys vest and carries a fine quality stunner. His bionic right hand conceals a holdout X-ray laser, which fires through the heel of his hand: the first shot, which destroys the plastiskin camouflage, is at -4. All other shots are at -2 since Rosen is left-handed.

The Swann Sisters: Tina and Sara

Age 27; fair-skinned, amber eyes and long, wavy, light brown hair; 5'7", 160 lbs.

ST 13, DX 13, IQ 10, HT 13.

Advantages: Attractive Appearance, Acute Hearing +2, Acute Vision +1, High Pain Threshold, Toughness +1.

Disadvantages: Duty (to Rosen, nearly always), Overconfidence, Sadism.

Skills: Beam Weapons-16, Fast-Draw (Pistol)-14, Fast-Draw (Power Holster)-13, Fast-Draw (Knife)-14, Karate-14, Knife-16, Knife Throwing-14, First Aid-12, Acrobatics-14, Running-13, Interrogation-11, Driving (Hovercraft)-12.

Languages: Amerish-8, Ja'nese-10.

The Swann sisters are Rosen's ever-present bodyguards. They are Acropolis clones, identical except for elaborate tattoos on their left shoulder blades — Tina has an oriental dragon; Sara has a puma.

sound, and the travelers only have time enough to grab two items and rush to the escape capsules (any crew members may reach the capsules fully-clothed and equipped; passengers have to leave their weapons locked in the purser's safe).

The capsules are ejected from the damaged *Jones* and enter normal space at various points throughout the sector. All the PCs are in one capsule, which may automatically land on a landing strip anywhere the GM chooses (on New Siberia, or in the middle of a guerrilla battle on Tlalocan, or on Wisshard during an isaur pack-attack, et cetera). The other escape capsules, containing their dependents, their targets, their patrons, the xeno-archaeologist with the valuable Precursor artifact (and so on), are scattered throughout the sector, and it is in the castaways' interest to find them. Someone with sufficient mathematical or computer skills could work out a series of probable search points — good reasons for going where no man has wanted to go before . . .

Risky Business

After arriving on Musashi, the adventurers are hired by Louis Rosen, a minor "merchant prince," to replace the crew of one of his traders, the *Olivia*. Rosen trades mostly in luxury items, in small quantities that larger companies find unprofitable. *Olivia's* previous crew is in jail on Marianis, charged with importing "obscene and blasphemous material." A successful Streetwise roll (-3 if you

speak no Ja'nese) reveals that this happens to Rosen's employees with monotonous frequency. Most of Rosen's business is legal by Galactic law, but not by local rules . . . and some is downright hazardous. However, Rosen refuses to deal in narcotic drugs (though some of his former crew members are imprisoned on neo-Moslem worlds for importing alcohol), and is very careful about who he runs guns to. He's ethical, in his way.

Rosen's terms to the hirelings are simple. The *Olivia* is scheduled for five runs, carrying or collecting cargo and/or passengers from various worlds (GM's choice). The schedule is not particularly tight, and each layover is 1d+2 standard days (paid). Pay is at half standard rates, but the mercenaries may make use of any empty berths or cargo space for their own enterprises (20% of the profits go to Rosen). If the party can raise a 10% deposit for the ship, Rosen will sell it to them for \$1.56 million, at 12% interest.

Double-crossing Rosen is dangerous. He has contacts on most worlds, and rogues who try to steal his ship may find assassins waiting in almost every port. He is also rumored to work for the Institute for Psionic Studies . . .



Explorers

The Saga Sector is so remote that many of its worlds have not been fully explored. The Survey Service has done a passable job of charting and recording the planet information, but much of their data is incomplete. A number of interested parties would profit from a more thorough exploration of certain worlds.

SyncIon Grav Corporation has discovered a strange Precursor artifact that seems to have profound effects on gravitational fields and could lead to the development of tractor and pressor beams and contragrav units. Unfortunately, the item is damaged and only works sporadically. Sparked by this discovery, SIG sends Dr. Eugene Milverne, a physicist and xeno-archaeologist, to hire the PCs. Their job is to search for more artifacts on some of the Saga Sector's less-explored worlds. They are given a ship and a large cache of equipment, supplies and money.

Their mission involves traveling to several different worlds, making agreements with the local governments (if they exist), and conducting expeditions into the world's unexplored sections. Eugene will help out as much as he can, but his specialty is physics, and he is not too good at diplomacy or travel (see the sidebar on this page for Dr. Milverne's statistics). While these excursions might start out as simple exploration missions, they could end up as full-scale adventures. The explorers could stumble upon unrecorded (and dangerous) life forms or secret alien bases, and finding Precursor artifacts could be both thrilling and extremely dangerous. Explorers should have skills in Prospecting, Geology, Savior-Faire, Diplomacy, Piloting, Survival, Driving and Vacc Suit. Athletic and Combat skills will also prove useful.

Because of their heavy funding, the explorers will also be prime targets for pirates, who will wait until their ship gets out into deep space before attacking. During skirmishes in unpatrolled space, the explorers will have to rely on their skills, wits and firepower.

The group will also be plagued by spies and infiltrators from competing companies. Every NPC should be suspicious and a possible spy. To make the adventure even more intriguing, the GM can allow one of the PCs to be a spy from a rival corporation, causing subtle problems and trying to make the mission fail. Or he may want it to succeed, only to have his company profit from the group's exploration.

Dr. Eugene Milverne

Age 35; balding, with brown hair and green eyes; 5' 7", 145 lbs.

ST 8, DX 10, IQ 17, HT 9

Advantages: Absolute Direction, Eidetic Memory (1 level), Lightning Calculator, Mathematical Ability, Patron (SIG).

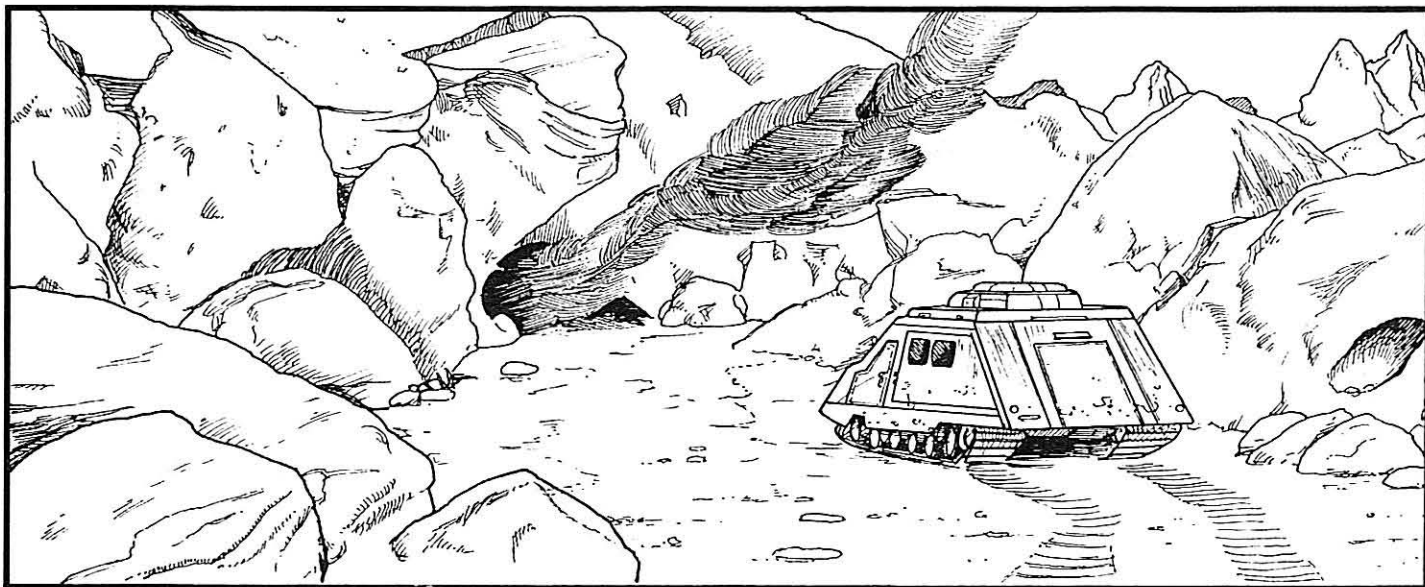
Disadvantages: Absent-Mindedness, Low Pain Threshold, Scotophobia (fear of darkness), Weak Will (-5).

Quirks: Whines a lot; Always wears a plaid sportscoat; Can't go to sleep without having a glass of warm milk; Dislikes non-mathematical people.

Skills: Accounting-16, Administration-17, Archaeology-18, Astrogation-18, Botany-16, Computer Operation-18, Computer Programming-21, Cooking-17, Electronics (Force Shields)-21, Electronics Operation (Force Shields)-21, Engineer (Electrical)-19, Mathematics-25, Physics-21, Teaching-20, Xenology-21, Zoology-21.

Eugene Milverne is a former physics professor who got his bachelor's degree in mathematics at 16 and his doctorate in physics at 21. He went on to get degrees in archaeology, xenology and zoology. He has been working for SyncIon Grav for five years, and although he misses school and teaching, he couldn't pass up the exorbitant salary the company was willing to pay.

Most people would call him a "whiner." He complains about almost everything and has no social graces to make up for this flaw. He considers non-intellectuals boorish idiots and non-mathematical intellectuals phonies, and he berates them for not getting "a real education." He can, however, be a great aid to the party, provided they don't kill him . . .



ALIENS

The Troika

The Troika is an alliance of three alien species: Nexa, Garuda and Kinski. It is governed by a council of three high-ranking representatives from each race; it is not unanimously popular on any of the race's homeworlds, but is seen as necessary and is tolerated.

The alliance began nearly a century ago when Nexa starfarers discovered the Garuda homeworld. They would have written the world off as another already-inhabited planet had the Garuda not told them what was wrong with their drive and astrogation systems — and improved them both by 200 percent. The mostly non-mathematical Nexa quickly allied with the Garuda, trading their strength and force for the Garuda's intellectual superiority.

The Nexa discovered the Kinski homeworld ten years later and immediately saw the Kinski as a source of cheap, unskilled labor. In return for this, the Kinski received a huge boost in technology (from TL4 to TL9). The Nexa use the alliance to stay in contact with worlds in the Saga Sector and to create a strong non-human presence. The only world in the sector with a significant Nexa population is Mersault. The Troika's current project is the terraforming of the new Garuda world, Charee (see p. 86).

The Nexa 35 points; 25 points for Troika-Nexa

Nexa are warm-blooded reptilian bipeds, whose ancestors seem to have been intelligent dromeosaurids. The Nexa have TL10 hyperdrive and artificial gravity, but Nexa ships are rarely seen beyond their own space. Nexa are fanatically territorial, but otherwise non-hostile. Nexa society is rigidly hierarchical, and all starfarers come from landless, low-status families. Nexa who serve in the Nexa fleets are regarded on their homeworld as ruffians; Nexa who serve with the Troika are untouchable, and tend to be slightly maladjusted.

Environment

Nezkd, the Nexa homeworld, is a warm, moonless desert, with a gravity of .94, an average temperature of 89°, and a humidity of 13%. Nezkd orbits an F-type star, and enjoys a long year (520 27-hour days) with few seasonal effects. The Nexa breathe 69% nitrogen, 24% oxygen and 5% CO₂ at 1.17 atmospheres, and have twice the normal human tolerance for carbon oxides. Nexa regard Earth-normal conditions as damp and slightly cool, but livable.

Advantages and Disadvantages

All Nexa starfarers have High Pain Threshold (10 points), Peripheral Vision (15 points), +1 DR (5 points), G-Experience (10 points), Improved G-Tolerance (.3 — 5 points), and the disadvantages Social Stigma (second-class citizen — -5 points), and Stubbornness (-5 points). Troika-Nexa have a more severe Social Stigma (outsider — -15 points). All Nexa have -5 to Swimming ability. Playing a non-Troika Nexa costs 35 points.

Typical Nexa disadvantages include Bloodlust, Greed, Impulsiveness, Jealousy, Kleptomania, Lecherousness, Megalomania, Pyromania and Paranoia. Typical advantages are Danger Sense, Double-Jointed, and Strong Will.

Nexa do not have psionic powers, and react at -3 to known

psis. Nexa and humans find each others' appearances disconcerting.

Troika-Nexa may speak Ja'nese or Russian at 8 or less; very few speak Amerish. Nexa can not pronounce labials, and they prefer to leave interpretation up to their shipboard computers. Their own language is Mental/Hard for humans.

Wearing armor is a sign of status among the Nexa, strictly enforced; the low-status Troika-Nexa cannot wear anything better than DR 30. Nexa weapons and gadgets are very similar to their human equivalents, but designed for different hands (-4 if used by humans, and vice versa); fine disruptors and X-ray lasers are standard equipment. Nexa hit by human paralysis or stun weapons make all rolls at +3.

Garuda

10 points

A Garuda most nearly resembles a cross between a psychedelic bat and a 5-foot butterfly, with three fingers at the ends of the wings. These fingers are of little use, except for grabbing handholds, but Garuda use their long-toed feet for carrying, and some have become expert at fine manipulation while in free fall.

Garuda are browsing insectivores, with huge toothless mouths that dominate their faces even when shut (which isn't often). Their four eyes are set above and below their mouths; their small ears are near their elbows; and their necks are thick but flexible. Garuda can discern one color in the infrared and three in ultra-violet that are invisible to humans, allowing them to tell male Garuda from female by their wing patterns, which humans cannot.

By human standards, Garuda have normal height for their ST, but half normal weight.

Environment

The Garuda's wet, low-gravity homeworld is extremely low on usable metals, and on plants that could provide workable wood — hence their low native technology (TL6). Garuda are accustomed to a gravity of .42 G, an average temperature of 84°, a humidity of 29%, and severe seasonal effects. Their complicated skies and the urgent need for precisely-timed seasonal migration led to their fascination with astronomy, mathematics and time.

Advantages and Disadvantages

Garuda have -3 to ST (-20 points) and -1 to HT (-10 points). They have the advantages 3-D Spatial Sense (10 points), Acute Hearing +1 (2 points), Acute Vision +3 (6 points), Ambidexterity (10 points), Empathy (15 points), Musical Ability +3 (3 points), Peripheral Vision (15 points) and Winged Flight (30 points). Their racial disadvantages are Acceleration Weakness (-5 points), Combat Paralysis (-15 points), G-Intolerance (.1) (-10 points) and No Sense of Smell/Taste (-5 points). Garuda also have a special -15-point disadvantage — they cannot function at gravities greater than .6 G. Garuda have the racial quirk "Inscrutable to other races" (-1 point).

Common Garuda advantages are Absolute Timing, Danger Sense, Eidetic Memory, Language Talent, and Mathematical Ability; typical disadvantages are Addiction (hallucinogens, -20), Cowardice, Illiterate, Laziness, Pacifism, Paranoia, and Primitive (Claustrophobic and Technophobic Garuda are common on their homeworld, but rare elsewhere). Psi powers are

also common (except for Teleportation), but are gene-linked to Epilepsy and Low Pain Threshold.

Garuda make wonderful starship pilots and astrogators, but they cannot wear vacc suits or armor, tolerate higher than .6 G (.5 G to fly), or use equipment designed for Nexa or Kinski strength. They must roll HT+2 to survive suspended animation. Garuda can reproduce most sounds, so they can learn to speak any language at any level. Their own language is M/VH for humans, who cannot speak it without artificial aid.

Psychology

Garuda are amphibious, reproducing sexually and spraying their fertilized eggs over the oceans. The young hatch and grow up as water-breathers, then metamorphose into fliers, their gills fusing with their huge mouths. Garuda never know their parents and grow up in great danger of predation; they migrate almost constantly as adults, own and create nothing material, and live in a complicated and three-dimensional pecking order. Thus, Garuda psychology is extremely difficult for humans to understand.

Garuda suffer no ill effects from long-term solitude (unlike humans or Kinski), but they become severely insecure in the face of violence. Garuda do not fight among themselves, but compete in abstract mathematical, mnemonic and aerobic contests to determine rank.

They are not possessive, though they understand ownership as an abstract mathematical concept. Their attitude toward flightless, forgetful humans seems to be pity, mingled with scorn and fear.

Garuda use their Empathy to judge others. They react negatively to physical strength: -1 for every two levels above ST 6. They also react negatively to possessors of the following disadvantages: Gigantism (-3), Berserk (-5), Bully (-3), Greed (-3), Miserliness (-3), Sadism (-5). They do not react negatively to cowards; they react positively to possessors of Voice (+2), Mathematical Ability (+2), Eidetic Memory (+1/+3) and Musical Ability (+1 per 2 levels).

Kinski

15 points

The Kinski are descended from catlike bipeds, retaining the retractable claws, sharp teeth, and night vision. They are strong, fast, and adaptable; unlike most cats, however, they are gregarious and mutually loyal. Kinski live in, and for, their prides — usually three to five adults, plus any pre-adolescent offspring. The Kinski's native technology is only level 4 (with TL6 medical science), but they have learned to use Nexa-built TL9 equipment, and serve on Troika ships as ground crew, EVA crew, and



muscle. The Nexa, in turn, have learned not to divide Kinski prides.

The Kinski's name for themselves is not pronounceable by humans; they were named by Katerina Leonov, a historian and film buff from Utopia, the first human world to contact the species. Kinski are fond of jokes, and the name stuck.

Kinski have short olive-green fur over most of their bodies, longer and darker over their shins, their shoulders, and down their spines to their hips. Their eyes are large and golden, with round pupils; their catlike ears are set far back on their skulls. Their mouths are filled with sharp teeth. Females are typically a foot shorter than humans of the same strength, but of equal weight. Males will be up to 2 feet taller, but only slightly heavier — most of the difference is leg length. Both sexes have long, non-prehensile tails with plume-like ends.

Environment

Kinski are native to a 1.15-G Terrestrial world with an average temperature of 95°, 33% humidity, and minor seasonal effects. They like water and enjoy rain, but detest snow, and suffer freezing damage just as humans do. They are used to 27% oxygen at 1.1 times Terran standard pressure; any atmosphere with less than 18% oxygen is thin to them.

Advantages and Disadvantages

All Kinski have HT +1 (10 points), the advantages Acute Hearing +1 (2 points), Acute Taste and Smell +1 (2 points), Acute Vision +2 (4 points), Improved G-Tolerance (.5 — 10 points) and Night Vision (10 points). Their racial disadvantages include Compulsive Behavior — interracial sociability (see below, -15 points), Gullibility (-10 points), Sense of Duty — Pride (-5 points) and Sleepy — sleep 50% of the time (-10 points). In addition, all Males have DX +1 (10 points), an additional +1 to Acute Vision (2 points) and Double-Jointed (5



points). Females have an additional +1 to HT (10 points), an additional +1 to Acute Hearing (2 points) and Rapid Healing (5 points). All adult Kinski have the racially learned skill Axe Throwing at DX (1 point) and the racial quirk "Always carry a shang in public" (-1 point — see below).

Kinski are unused to other hand weapons (-2 to any hand weapon skills), but a Kinski clawed fist does Swing-1 cutting damage. They can see three infrared colors invisible to humans, but cannot perceive indigo or violet. There is no cost for either of these racial effects.

Typical Kinski advantages are Animal Empathy, Combat Reflexes, Danger Sense, G-Experience, Peripheral Vision and Strong Will; typical disadvantages are Vodkaism (Kinski hate the smell of alcohol), Berserk, Gluttony, Illiterate, Impulsiveness, Laziness, Overconfidence, Primitive and Truthfulness. Two common Kinski phobias are cloning and suspended animation (each -5/-10 points).

Psychology

The Nexa send their scum into space, but the Kinski send their cream: the intelligent, curious, courageous and adventure-some. (Kinski NPCs encountered will usually be 100- to 150-point characters.) Of course, the Nexa have to take the entire pride; a Kinski separated from his pride will be obsessed with rejoining it. If the pride is dead, the Kinski will seek revenge, commit suicide or both. The pride is basically a group marriage; Kinski have no incest taboos, divorce, infidelity or need for privacy. Insult a Kinski and you insult his pride, and vice versa.

Kinski are the most xenophilic and sociable of the Troika races, reacting at +2 to other races. Most spacefarers speak some Russian (skill 6-12) and a little Amerish (4-8). Kinski are self-defense pacifists when dealing with their own species, but have learned to be wary off-world. Because of their sensitive hearing, Kinski hate sonic weapons, refuse to use them, and react at -5 to anyone carrying a Screamer. They also react negatively to drunks and avoid recreational drugs.

Kinski use Nexa-built weapons (usually lasers, Gauss guns or tanglers) and gadgets, but always carry a *shang* — a fine or very fine lugh-wood-and-obsidian throwing axe (see p. B207 for ranges and damage). A shang is designed to return to the thrower if it misses its target (except on a critical miss). Using the weapon requires Throwing Stick skill (defaults to Throwing-4 or Thrown Weapon-3), and a successful skill roll must be made to catch the shang as it returns. If the catch roll is failed, the thrower must make a successful dodge or be hit by the shang and take the damage (swing+2). An adult Kinski without his shang suffers a -2 to status.

Players who wish to play Kinski may do so in male-female pairs without prides, emotionally bonding with their human allies. Solitary Kinski become obsessively lecherous.

Malikithi

If the campaign combines the Phoenix and Saga Sectors, members of the Malikithi race will be present in the Saga Sector (see *Malikithi*, p. 13). The Malikithi are divided into two warring

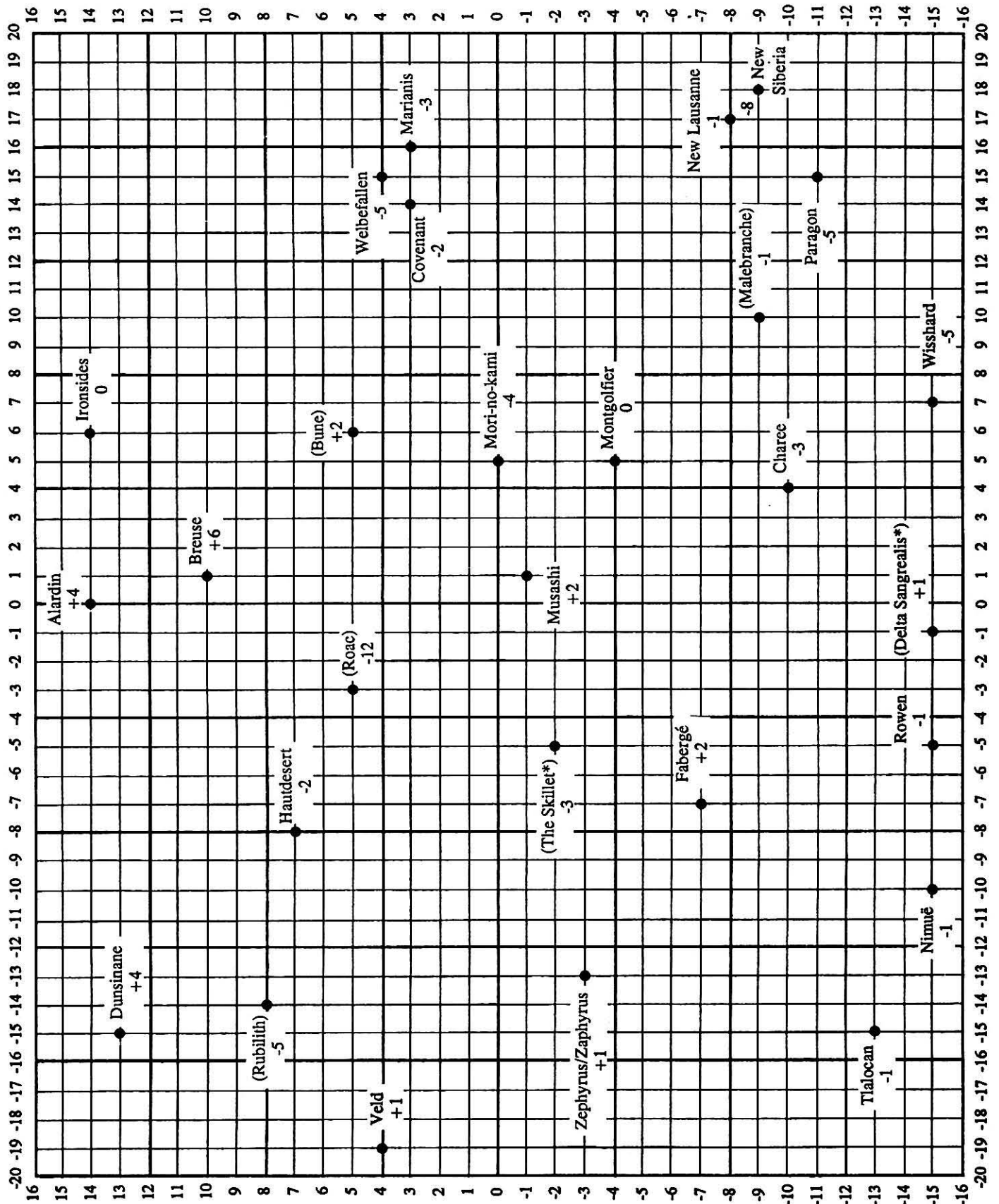
factions, the peaceful D'ken and the vengeful Ilshani.

The Ilshani presence in the sector could take the form of secret bases or overt ties to the Troika. The D'ken will not ally with the Troika because of their ties to the Federation, but they are fairly xenophilic, and provided the Ilshani are not involved, they may have peaceful trade relations with Troika races.

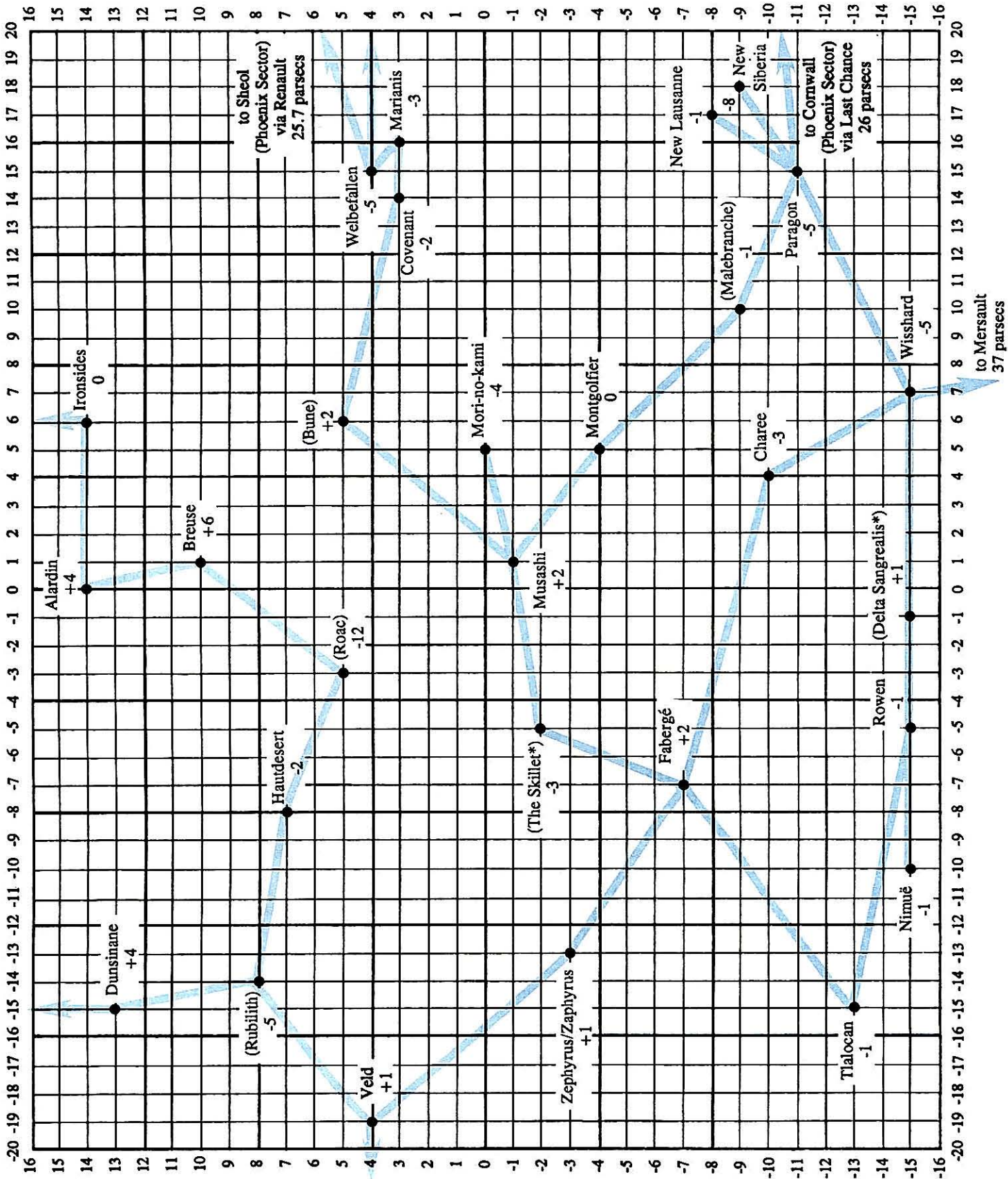
The Kraken

Nothing is actually known about the Kraken. They are the Saga Sector's bogeymen, blamed for most unexplained disasters. They are rumored to be hostile aliens at TL11, Precursor-built AIs gone rogue, time-travelers, a scare tactic of Goliath Weaponry, scouts for an Ilshani invasion, or figments of paranoid imaginations. Firmly believing anything about the Kraken is a one-point Delusion.

Saga Sector Normal-Space Map



Saga Sector Jumphline Map



Distances Between Worlds in Saga Sector

Coordinates _____ *Distances to Numbered Worlds (in parsecs)* _____

#	World Name	X	Y	Z	1	2	3	4	5	6	7	8	9	10	11	12
1	Alardin	0	14	4	0.0	4.6	25.3	18.8	15.0	22.2	12.2	7.2	20.6	67.7	19.7	16.9
2	Breuse	1	10	6	4.6	0.0	22.1	16.8	16.4	19.2	12.4	8.7	18.8	64.1	16.3	14.6
3	Charee	4	-10	-3	25.3	22.1	0.0	16.4	30.6	12.4	20.8	24.2	17.7	42.6	7.3	10.1
4	Covenant	3	14	-2	18.8	16.8	16.4	0.0	31.3	23.6	22.4	13.7	2.2	54.4	10.1	9.7
5	Dunsinane	-15	13	4	15.0	16.4	30.6	31.2	0.0	21.6	11.0	21.4	33.3	71.4	28.1	25.1
6	Fabergé	-7	-7	2	22.2	19.2	12.4	23.6	21.6	0.0	14.6	24.8	25.6	50.0	14.4	15.1
7	Hautdesert	-8	7	-2	12.2	12.4	20.8	22.4	11.0	14.6	0.0	15.8	24.3	62.4	18.7	14.9
8	Ironsides	6	14	0	7.2	8.7	24.3	13.7	21.4	24.8	15.8	0.0	15.2	66.1	18.0	14.6
9	Marianis	16	3	-3	20.6	18.8	17.7	2.2	33.3	25.6	24.3	15.2	0.0	54.4	11.8	11.4
10	Mersault	14	-51	-9	67.7	64.1	42.6	54.4	71.4	50.0	62.4	66.1	54.4	0.0	48.4	52.0
11	Montgolfier	5	-4	0	19.7	16.4	7.3	10.1	28.1	14.4	18.7	18.0	11.8	48.4	0.0	6.0
12	Mori-no-kami	5	0	-4	16.9	14.7	10.1	9.7	25.1	15.1	14.9	14.6	11.4	52.0	6.0	0.0
13	Musashi	1	1	2	13.2	9.8	12.4	13.7	20.1	11.3	11.5	14.1	15.9	54.7	8.1	7.3
14	New Lausanne	17	-8	-1	28.2	25.1	13.3	11.4	38.6	24.2	29.2	24.6	11.2	43.8	10.8	14.7
15	New Siberia	18	-9	-8	31.6	29.1	14.9	14.0	41.4	27.0	31.1	27.1	13.1	42.2	14.5	16.3
16	Nimuë	-10	-15	-1	31.1	28.2	15.0	30.0	28.9	9.0	22.1	33.1	31.7	44.0	20.3	21.4
17	Paragon	15	-13	-5	30.5	27.5	11.2	14.3	39.4	23.4	29.3	27.0	14.2	40.2	11.7	14.9
18	Rowen	-5	-15	-1	29.8	26.3	10.3	26.3	30.1	8.8	25.6	31.0	24.3	41.5	14.9	21.1
19	Tlalocan	-15	-13	-1	31.3	28.9	19.3	33.1	26.5	10.4	21.2	34.2	34.9	48.5	23.8	24.0
20	Veld	-19	4	1	21.7	21.5	27.2	33.1	10.3	16.3	11.8	26.9	35.2	64.9	27.2	24.8
21	Welbefallen	15	4	-5	20.1	18.8	17.9	3.3	32.6	25.6	23.4	14.3	2.4	55.1	12.4	10.8
22	Wissard	7	-15	-5	31.2	28.5	7.7	19.5	36.7	16.4	26.8	29.4	20.2	36.9	16.8	15.2
23	Zephyrus/ Zaphyrus	-13	-3	1	21.6	19.7	18.8	27.8	16.4	7.3	11.6	25.5	29.9	56.0	20.0	18.9

#	World Name	X	Y	Z	13	14	15	16	17	18	19	20	21	22	23
1	Alardin	0	14	4	13.1	28.2	31.6	31.1	30.5	29.8	31.2	21.7	20.1	31.2	21.6
2	Breuse	1	10	6	9.8	25.1	29.1	28.2	27.5	19.8	28.9	21.5	18.8	24.1	19.7
3	Charee	4	-10	-3	12.4	13.3	14.9	15.0	11.2	10.3	19.3	27.2	17.9	7.7	18.8
4	Covenant	3	14	-2	13.7	11.4	14.0	30.0	14.3	26.3	33.1	33.1	3.3	19.5	27.8
5	Dunsinane	-15	13	4	20.1	38.6	41.4	28.9	39.4	30.1	26.5	10.3	32.5	36.7	16.4
6	Fabergé	-7	-7	2	11.3	24.2	27.0	9.0	23.4	8.8	10.4	16.3	25.6	16.4	7.3
7	Hautdesert	-8	7	-2	11.5	29.2	31.1	22.1	29.3	25.6	21.2	11.8	23.4	6.8	11.6
8	Ironsides	6	14	0	14.1	24.6	27.1	33.1	27.0	31.0	34.2	26.9	14.3	29.4	25.5
9	Marianis	16	3	-3	15.9	11.2	13.1	31.7	14.2	24.3	34.9	35.2	2.4	20.2	29.9
10	Mersault	14	-51	-9	54.7	43.8	42.2	44.0	40.2	41.5	48.5	64.9	55.1	36.9	56.0
11	Montgolfier	5	-4	0	8.1	10.8	14.5	20.3	11.7	14.9	23.8	27.2	12.4	15.1	20.0
12	Mori-no-kami	5	0	-4	7.3	14.7	16.3	21.4	14.9	21.1	24.0	24.8	10.8	15.2	18.9
13	Musashi	1	1	2	0.0	18.6	22.1	19.6	19.7	14.9	21.5	20.2	15.9	16.8	14.6
14	New Lausanne	17	-8	-1	18.6	0.0	7.14	27.9	5.4	21.2	32.4	38.0	12.8	11.4	30.5
15	New Siberia	18	-9	-8	22.1	7.1	0.0	29.5	4.7	24.8	34.0	40.2	13.7	12.9	32.8
16	Nimuë	-10	-15	-1	19.6	27.9	29.5	0.0	25.6	5.0	5.4	21.1	31.6	17.5	12.5
17	Paragon	15	-13	-5	19.7	5.4	4.7	25.6	0.0	20.5	30.3	37.6	15.0	8.9	29.7
18	Rowen	-5	-15	-1	14.9	21.2	24.8	5.0	20.5	0.0	10.2	23.7	27.9	12.7	19.8
19	Tlalocan	-15	-13	-12	21.5	32.4	34.0	5.4	30.3	10.2	0.0	17.6	34.7	22.5	10.4
20	Veld	-19	4	1	20.2	38.0	40.2	21.1	37.6	23.7	17.6	0.0	34.5	32.8	9.2
21	Welbefallen	15	4	-5	15.9	12.8	13.7	31.6	15.0	27.9	34.7	34.5	0.0	29.1	29.5
22	Wissard	7	-15	-5	16.8	11.4	12.9	17.5	8.9	12.7	27.5	32.8	29.1	0.0	24.1
23	Zephyrus/ Zaphyrus	-13	-3	1	14.6	30.5	32.8	12.5	29.7	19.8	10.4	9.2	29.5	24.1	0.0

Alardin (Sigma Caliburnus I)

Alardin is a nearly-perfect agricultural world, cursed with a 720-hour day. Because of the long nights, during which little grows naturally, farming on Alardin must be carefully regulated. The nominal government is a representative democracy which began as a marketing co-op, but the task of actual administration is left to a patriarchal bureaucracy with meritocratic recruitment.

Life on Alardin can be extremely boring; consequently, many of the native-born try to escape to other worlds — especially the younger sons (who never inherit very much) and the more ambitious daughters. The bureaucracy, fearing a shrinking and dissatisfied work force, has restricted emigration. No one who is legally a minor may leave the planet without their parents' consent; adulthood (voting age) on Alardin is officially 24 Earth years, but the vote and other rights are only given to those who have performed at least three years of public service in the militia, the police, or (if they pass the stringent tests) the bureaucracy. All three professions are denied to women, who cannot vote and must spend their entire lives under guardianship — either their fathers' or their husbands'. Most Alardian women marry at 18; very few are still single at 25.

All Alardian men want sons; only the smarter ones realize the political value of eligible daughters. Consequently, men outnumber women by 2.3 to 1. Alardian women are famous for their good looks, and it is rumored that the Alardians deliberately breed women for beauty. It is also rumored that unattractive girls are sterilized, or even culled, but this is unproven.

Another rumor about Alardin concerns an underground cult, the worshippers of Mother Darkness. Both the bureaucracy and parliament deny the existence of the cult, which is said to sacrifice cattle to appease their Goddess. One macabre aspect of life (and death) on Alardin which lends credence to these whisperings is the criminal code; men convicted of serious crimes are harshly fined, or enslaved, or publicly hanged. Female convicts (mostly unfaithful wives) may be buried alive in the fields.

Off-worlders on Alardin are treated as second-class citizens or worse. All women are considered property, and PCs may also suffer the Youth disadvantage. Female pilots are not permitted to land or take off from Alardin. A noteworthy service to the bureaucracy may cancel out one level of this social stigma. Only struggling jobs are available to off-worlders, at standard wages. Prices on Alardin are 20-70% higher than normal, except for local foods (real and synthetic), wines, and beers, all half normal price. Weapons and armor are available, in small numbers, on a roll of 3 + Legality on 3 dice. Alardian cops carry paralysis guns, and wear no armor: their "beats" are enormous, and most are better copter pilots or hovercraft drivers than marksmen. Much law enforcement is left to the police reserves — farmers and their sons, armed with cheap stun rifles.

Alardians tend to be tall and slim (add 1d+1 inches to height). Common advantages on Alardin are Appearance, Animal Empathy, and Night Vision. Common disadvantages are Acrophobia, Demophobia, Poverty, and Stubbornness; women are also prone to Combat Paralysis, Cowardice, Illiteracy, and Pacifism.

Adventures on Alardin

Knives of the Long Night. The PCs go to Alardin to find Lisa Dupont, a missing journalist who was investigating the cult of

Mother Darkness. No one admits to having seen her alive since she left Grainné to tour farms on the night side. The visitors may encounter a witness who is willing to lead them to her body (buried in a cornfield) in exchange for a trip off-planet. Or they may so irritate the worshippers that Lisa's killers come hunting them. There will be two killers for every intruder; they are overconfident fanatics, armed with vibroblade machetes (the worshippers despise armor and ranged weapons).

The killers, if interrogated, may lead the investigators to a sacrificial ceremony. The worshippers build no temples, performing their rituals in randomly-chosen fields, and will be almost impossible to find unless the hunters have inside information. The ceremonies consist of burying ugly girls alive shortly after sunset and disinterring them three days later. Any survivors become priestesses of Mother Darkness — the others are reburied.

Is Mother Darkness only a shared Major Delusion? Or is the officiating priestess really a Mage? It's up to the GM to decide.

Liberation! The PCs are about to take off from Grainné when an Alardian girl runs across the landing field and pleads for sanctuary. She is armed with a cheap stun rifle, which she will drop if the party opens the airlock for her. If they delay, two Alardian cops will run onto the field to arrest her for assaulting a policeman. Onlookers may make a Law roll to remember that planetary police do not have jurisdiction inside a starport; this information could buy themselves (and the girl) some time. The girl's name is Erica Wing, and she asks the adventurers to save her married sister, who has been sentenced to burial for infidelity.

Erica Wing has ST 10, DX 12, IQ 13 and HT 12. She is 17 years old, 5'7" tall, and weighs 135 lbs. Dark complexion, shoulder-length blonde hair, and brown eyes.

Advantages: Beautiful, Empathy, Night Vision, Strong Will +1, Voice.

Disadvantages: Overconfidence, Non-lethal Pacifism, Stubbornness, Youth -1. On Alardin, add Social Stigma (Valuable Property) and Youth -7.

Quirks: Dislikes jewelry and feminine clothing; Attracted to intelligent men (IQ 13+); Likes aliens; Doesn't believe in psionics; No drugs or alcohol.

Skills: Acting-15, Acrobatics-12, Agronomy-13, Animal Handling-13, Beam Weapon-12, Computer Programming-13, First Aid-12, Mechanic (small helicopter)-13, Piloting (small helicopter)-11, Sex Appeal-15.

Joanna Cassidy, Erica's disaster-prone sister, has ST 9, DX 11, IQ 9 and HT 17. She is 19 years old, 5'6" tall, and weighs 130 lbs. Dark complexion, long, curly dark-brown hair, and brown eyes.

Advantages: Double-Jointed, Very Beautiful, Voice.

Disadvantages: Impulsiveness, Laziness, Lecherousness, Overconfidence, Unluckiness. On Alardin, add Social Stigma (Valuable Property) and Youth -5.

Quirks: Vain; Dreams of being a famous singer; Likes jewelry; Attracted to strong men (ST 13+); Eager to try sex in free fall.

Skills: Acrobatics-12, Animal Handling-8, Disguise-10, Piloting (small helicopter)-16, Riding-14, Savoir-Faire-13, Sex Appeal-21.

PLANETARY RECORD: Alardin (Sigma Caliburnus I)

Planet type: Earthlike
 Diameter: 7,280 miles
 Gravity: .91 G
 Density: 5.5
 Composition: Medium-Iron
 Axial Tilt: 28°
 Seasonal Variation: Earthlike
 Length of Day: 712.8 hours
 Length of Year: 4.5 days/135.1 Earth days

Atmosphere

Pressure: 1.4 (dense)
 Type and Composition: Nitrogen 81%, Oxygen 16%, CO₂ 3%
 Climate: Warm
 Temperatures at 30° latitude: Low 69°, Average 93°, High 117°
 Surface Water: 80%
 Humidity: 47%
 Primary Terrain: Cultivated Plains

Mineral Resources:

Gems/Crystals: Absent
 Radioactives: Absent
 Industrial Metals: Absent
 Organics: Scarce
 Rare Minerals: Scarce
 Heavy Metals: Plentiful
 Light Metals: Scarce

Moons

None

Biosphere

Dominant life form: Imported grains
 Other significant life forms: Native algae, mostly aquatic

Civilization

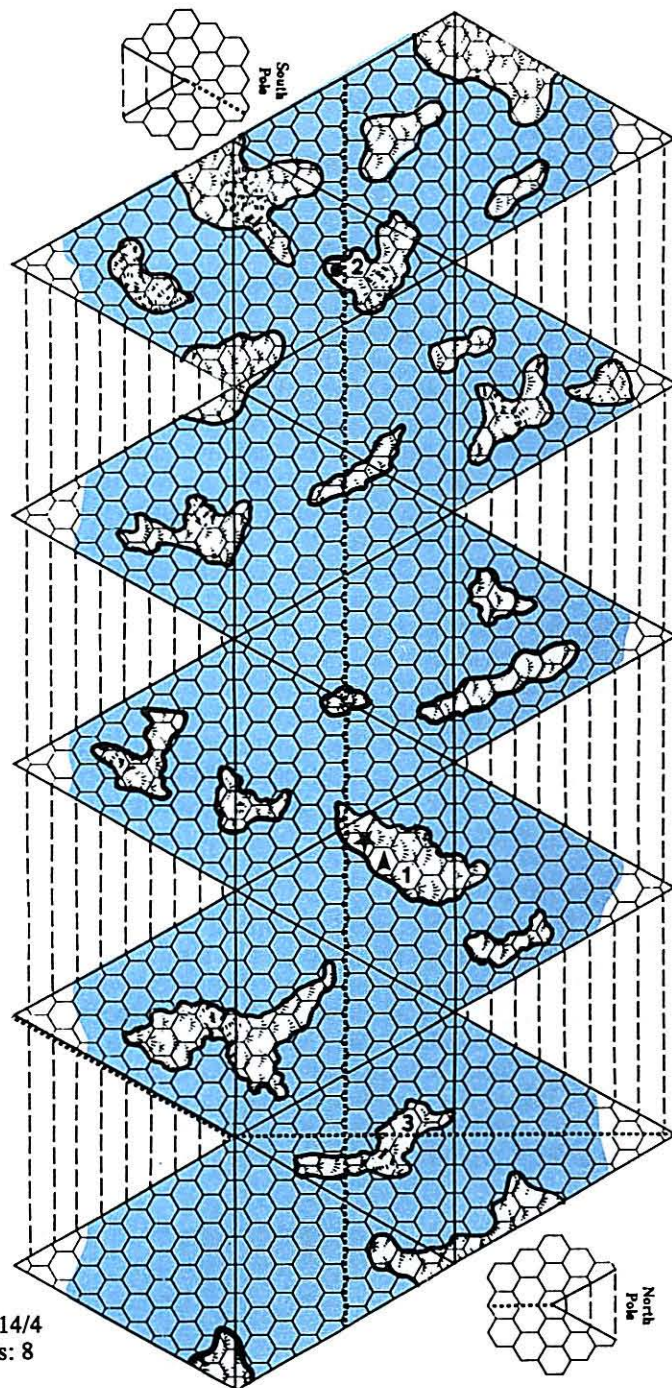
Population(s): 17,400 (PR 4)
 Tech Level(s): 4(10)
 Control Rating: 4
 Society: Representative Democracy, Patriarchal (voting age 24, men only).
 Starports: Class III at Grainné
 Installations: Ironsidean Embassy (and Trans-Sol Office) at Grainné
 Economic/Production: Exports food to Ironsides, imports TL10 equipment

Other Notes

Map Key: 1. Grainné (Capital). 2. Verdun 3. Aglovale
 WARNING — Female pilots may be denied permission to land or take off.

System Information:

Star Name: Sigma Caliburnus Type: K1V Location: Saga 0/14/4
 Biozone: .5 to .6 Inner Limit: 0 Number of Planets: 8



Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Alardin	.5	Earthlike	7,280	5.5	.91	Nitrogen-Oxygen	Detailed above
2. Djinn	.9	Gas giant	86,300	1.5	2.96	Hydrogen	Faint ring
3. Emir	1.3	Gas giant	51,200	1.1	1.28	Hydrogen	Faint ring, 1 giant moon
4. Pasha	3.7	Gas giant	52,500	2.2	2.64	Hydrogen-Helium	—
5. —	3.7	(empty orbit)	—	—	—	—	—
6. —	6.9	Asteroid belt	—	—	—	—	—
7. Bashaw	13.3	Gas giant	29,600	1.1	.74	Hydrogen-Methane	Faint ring
8. Bey	26.1	Gas giant	49,100	.7	.79	Hydrogen-Methane	Oort belt
9. —	51.7	(empty orbit)	—	—	—	—	—
10. Dey	102.9	Gas giant	56,100	.7	.90	Hydrogen	Spectacular ring
11. Sultan	205.3	Gas giant	88,800	2.4	4.9	Hydrogen-Helium	Spectacular ring

Breuse (Xi Caliburnus I)

Life on Breuse is a struggle — and sometimes a pitched battle — between two groups. Most of the residents are independent prospectors who came in search of wealth, and many have stayed far longer than they had hoped. The prospectors enjoy the positive aspects of anarchy — unrestricted movement, the freedom to use explosives and lasers, and especially the lack of taxes. However, Breuse has a floating population of mercenaries, who train in high-gravity combat on the lawless world, and who are often careless with innocent bystanders.

Sixty percent of Breuse's prospectors are non-native heavy-worlders; the others own powerful, expensive exoskeletons. Mercenary companies on Breuse will also be well-equipped; living off the land is impossible. The native vegetation, verdigriz, produces the free oxygen in the atmosphere and is useful as an indicator of the mineral content of the rocks, but eating it kills twice as quickly, and about as painfully, as starvation.

The closest Breuse has to a political figure is long-time resident Pablo Kinte, a tough heavy-worlder who owns the planet's trading post/hotel/brothel, called Pablo's Place. Kinte openly deals in black-market military weapons, and imports other necessities, charging prospectors 10% over normal price, and overcharging mercenaries by up to 120%. He also buys salvaged, scavenged or stolen items at half-normal price.

Common advantages on Breuse include Bionics, G-Experience, Improved G-Tolerance and Strong Will; common disadvantages are Acrophobia, Greed, Intolerance, Primitive and Stubbornness. The most common means of transport on Breuse is the FlatCat, a sturdy crawler especially designed for high gravities and rough terrains.

FlatCat Crawler

The FlatCat has a top speed of 50 mph on good or average terrain, a cruising speed of 15-20 on bad terrain (rain is not a major problem on Breuse; there are few mountains, and no swamps or jungle), and acceleration of 2.5 mph/second. It can run for 20 days on an E cell, and has sockets for two, plus jacks for four Size D solar panels. It sleeps 4 men, and can accommodate 8 in a pinch. If sealed, it holds enough air for one man for 12 hours. The skin is PD 4, DR 60, the tracks DR 90. Standard fittings in FlatCats built for Breuse include temperature control

(increases power use by 10% for every 10 degrees of change), inertial compass, and long-range communicator. Optional extras include solar panels, searchlights, scanners, weapons, cupolas or turrets, one-man airlocks, air tanks, rebreathers, computers, and even automedics.

FlatCats are manufactured on Ironsides, and sell for \$55,000 new. However, prospectors eager to leave Breuse might sell theirs to visitors for much less.

Adventure on Breuse

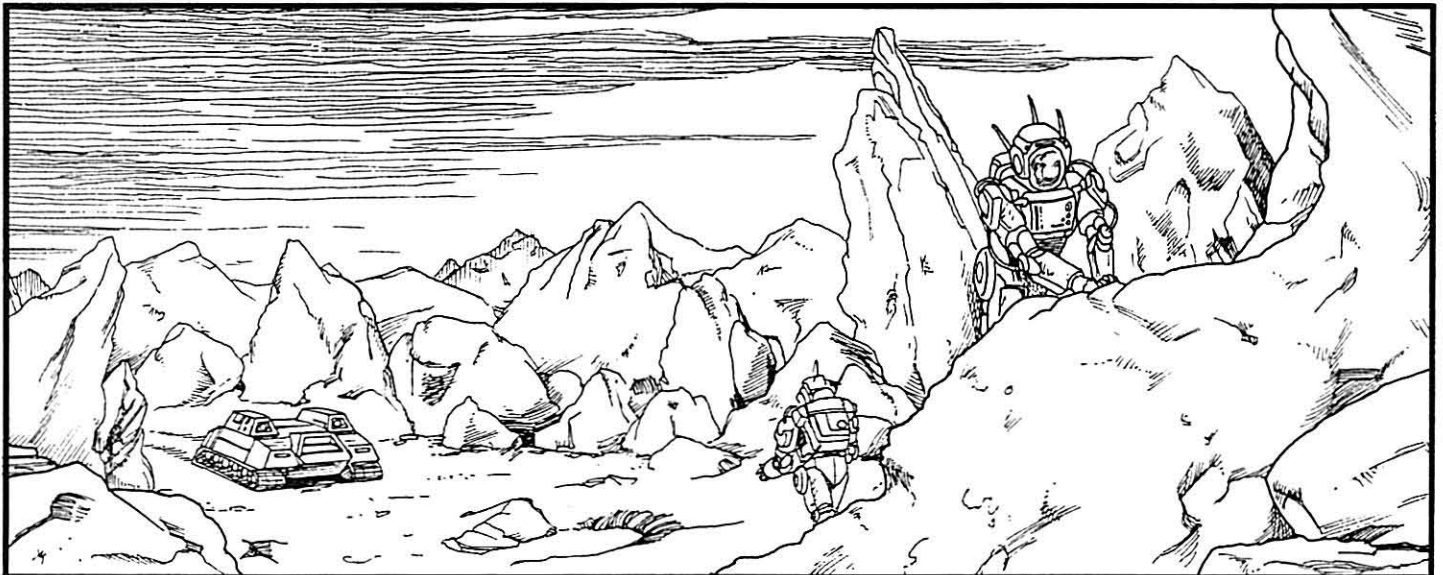
A Fistful of Credits. Two rival mercenary companies, equally matched, take over Pablo's Place and the starport. Kinte and the prospectors want them out, but are outnumbered and outgunned, even with the PCs' help. The only tactic that might work is to play the two companies against each other.

MacEwen's Macemen wear heavy combat armor, multiview goggles, and generic exoskeletons; they carry cyberlinked blast rifles, grenades, laser torches, and short-range communicators. All have G-Experience (home gravity 1.12 G). McEwen also has Combat Reflexes, Bionic Legs, and Greed; he withdraws if his losses exceed \$20,000.

The Hadean Heavy Brigade wear heavy combat armor, and carry military laser rifles with HUDs, grenades, vibroblade thrusting broadswords, and survival knives. All are generic heavy-worlders (home gravity 1.84 G), with G-Experience, High Pain Threshold, and pirate's Code of Honor. Their commander, Brudenell, also has Combat Reflexes, Strong Will +2, and Berserk.

A Ticket to Ride. Some of the stranded prospectors let their frustration get the best of them. The PCs return from a night of carousing or a day of exploring to find that their ship has been stolen by a group of desperate miners.

The only other starship at the spaceport belongs to a mercenary group training for high-G combat. The adventurers could offer money to the mercenary leader, but she is not eager to cut her training short and traipse off across the sector after some renegade prospectors — she wants \$50,000 up front for the inconvenience and another \$50,000 if they capture the ship. The party's only alternative is to steal the mercenaries' ship and start a three-ship chase that could reach across several systems.



PLANETARY RECORD: Breuse (Xi Caliburnus I)

Planet type: Earthlike
 Diameter: 11,090 miles
 Gravity: 1.49 G
 Density: 5.9
 Composition: Medium-Iron
 Axial Tilt: 9°
 Seasonal Variation: Minor
 Length of Day: 22.8 hours
 Length of Year: 143 days/136 Earth days

Atmosphere

Pressure: .93 (standard)
 Type and Composition: Nitrogen 79%, Oxygen 17%, Sulfur gases 3%
 Climate: Warm
 Temperatures at 30° latitude: Low 70°, Average 91°, High 112°
 Surface Water: 31%
 Humidity: 23%
 Primary Terrain: Rough

Mineral Resources

Gems/Crystals: Scarce
 Radioactives: Ext. Plentiful
 Industrial Metals: Plentiful
 Organics: Ample
 Rare Minerals: Ample
 Heavy Metals: Ample
 Light Metals: Ext. Plentiful

Moons

1 medium moon (Beldame)

Biosphere

Dominant life form: Verdigriz, a lichen-like plant
 Other significant life forms: Lower plants

Civilization

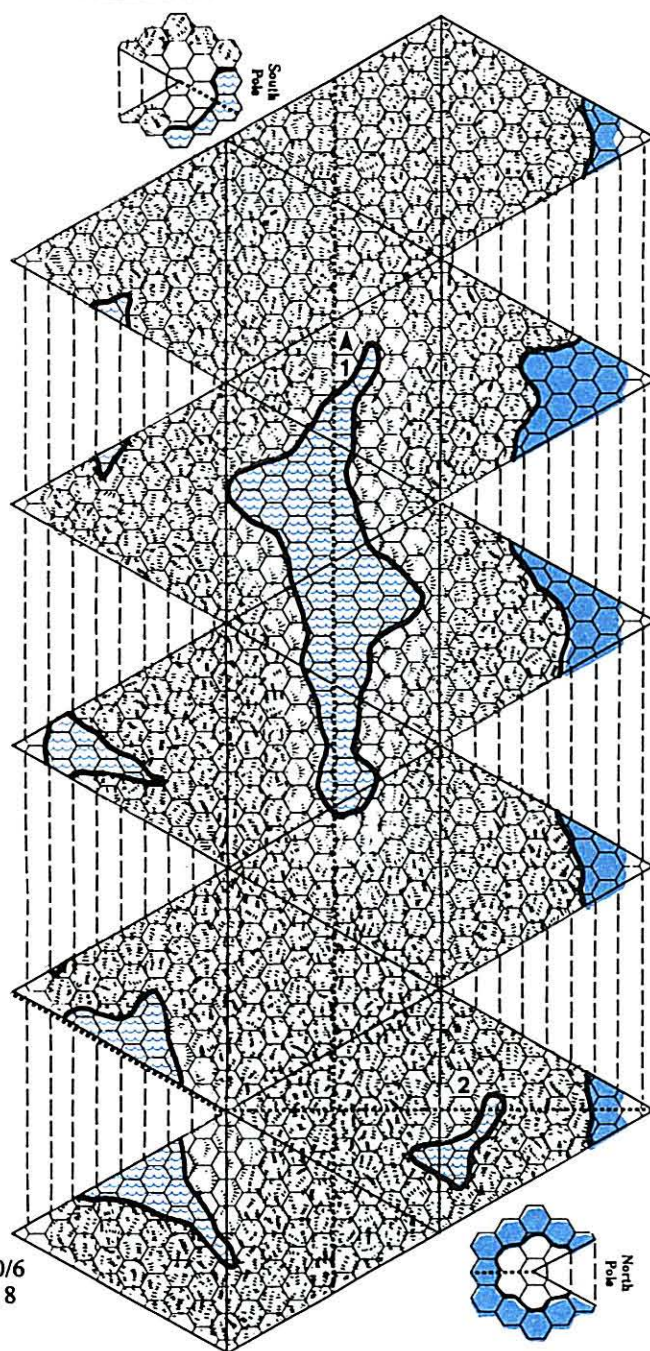
Population(s): 7,180 permanent residents (PR 3)
 Tech Level(s): 8 (10)
 Control Rating: 0
 Society: Anarchic (independent prospectors, mercenaries)
 Starports: Class II at Pablo's Place
 Installations: 3 mercenary bases, black market in weapons
 Economic/Production: Radioactives, black market weapons

Other Notes

Map Key: 1. Pablo's Place. 2. Lake Flagon

System Information

Star Name: Xi Caliburnus Type: K7 V Location: Saga 1/10/6
 Biozone: 0.5 to 0.6 Inner Limit: 0.0 Number of Planets: 8



Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Breuse	.5	Earthlike	11,090	5.9	1.5	Oxygen-Nitrogen	Detailed above
2. Albine	.85	Gas giant	184,000	1.1	4.63	Hydrogen-Methane	Giant moon, Churchill
2a. Churchill	.85	Earthlike	7,670	7.1	1.25	Methane-CO ₂	some mining
3. Sarsen	1.2	Icy rockball	12,520	6.9	1.98	Oxygen-Ammonia	—
4. —	1.9	(empty orbit)	—	—	—	—	—
5. Menhir	3.3	Icy rockball	8,390	6.8	1.30	—	—
6. Gog	6.1	Gas giant	78,600	2.3	4.14	Hydrogen	Faint ring
7. —	11.7	Asteroids	—	—	—	—	—
8. —	22.9	(empty orbit)	—	—	—	—	—
9. Corineus	45.3	Gas giant	47,400	1.3	1.41	Hydrogen	Partial ring
10. Magog	90.1	Gas giant	74,900	2.5	4.29	Hydrogen-Helium	—
11. —	179.7	Asteroids	—	—	—	—	—

Charee (Rll I) — Embargoed

Charee is a small, cold silicate world, useless to humans. To the Garuda, it is a potential paradise — it could be given a dense, humid, oxygen-rich atmosphere with a mild greenhouse effect. Charee was given to the Garuda by the Troika, to be the first of their new homeworlds. The xeno-terraforming protoorganisms have already generated enough air to fill the dome at Schouhch and 209 smaller, uninhabited domes spaced along the equator. Charee should have a trace atmosphere within a year, and a breathable one within 40.

Not everyone is happy about this. The Orion Rangers have objected loudly to the Troika's having such a large, permanent settlement near the center of the sector, and many politicians quietly agree with them. Goliath Weaponry GmbH, hoping to arm the sector (at a considerable profit), is spreading rumors that Charee is heavily armed . . . and in fact, Charee is better defended than any human knows (see below).

Any work that requires a vacc suit is performed by the Kinski; the Garuda rarely leave the dome, except in the enormous ATVs that the Kinski have dubbed "Crater Crunchers." These have a top speed of 30 mph on Charee's cratered terrain, acceleration of 2.5 mph, and -3 to ATV Driving skill. They have seven steerage berths, 14 seats, and full lifestream for 21; power is provided by a 50 MW fusion plant and six size E solar panels. Standard fittings include a heavy missile launcher (concealed), one atomic and 12 explosive missiles, a heavy laser (turreted) and four Gatling lasers (one on each face) — all for peaceful terraforming use, of course. The skin is PD 9, DR 240, the tires DR 120. There is a standard docking airlock in the nose, and an emergency one-man airlock in the rear. Each crew includes eight Kinski, equipped with chameleon vacc suits (can be set to camouflage, contrast, or reflect), variable military laser rifles, multiview goggles and their shangs (see *Kinski*, p. 77). There are three Crater Crunchers on Charee; at least one will be at Schouhch at all times.

Schouhch

The Garuda's capital and starport is a domed city, five miles in diameter. Because the Garuda fly, they have no need for stairways or elevators; their buildings are incredibly tall — reaching nearly the height of the dome in the center — and they have many openings on the outside walls. They have, however, put modified elevators on the outside of some of the buildings so that visiting Nexa and Kinski can reach the higher floors. The other buildings are ones that the Garuda consider sensitive, and any non-Garuda caught snooping around in one of these buildings will be knocked unconscious with hand-stunners and brought to "trial." The intruder is almost always found guilty of trespassing and could face imprisonment (hard labor at terraforming sites) or even death. The

other Troika members endorse this policy and will use whatever muscle they have on Charee to help enforce it.

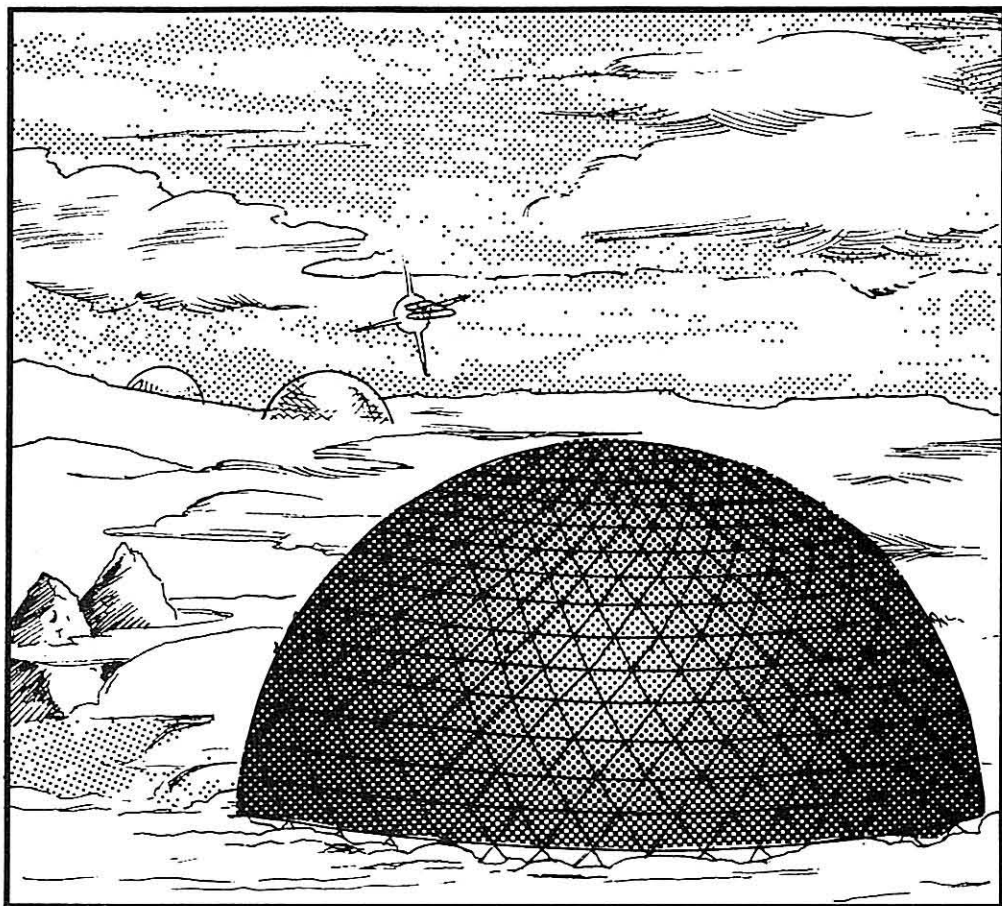
Schouhch is largely self-sufficient: Nexa ships only visit every 120 Earth days. There is no legal reason for the PCs to visit Charee, and they may not be permitted to land except in an emergency. Of course, an emergency can be arranged.

Adventures on Charee

Cage (see *Spacewreck!*, p. 74). The PCs wake to find their capsule homing in on Schouhch; the Garuda are preparing to shoot them down if they don't answer their warn-off signal. The castaways will need Diplomacy, Fast-Talk and similar skills to receive permission to land. The alternatives are months (maybe years) of suspended animation before being rescued — or instant vaporization.

A Rose-Red City . . . A merchant on Wisshard offers the characters a share in the discovery of the century — a Precursor city. If they are interested, he will show them a radar map of the buried city, which unfortunately lies within 50 miles of Schouhch. He believes that the Garuda are also trying to excavate the city — possibly their reason for claiming the planet. Schouhch will have to be destroyed, and subtle sabotage would be much better than an all-out attack . . .

The merchant isn't lying; he's been lied to by Goliath Weaponry. The radar map is expertly faked, and could fool a xeno-archaeologist (-7 to any applicable skill to detect the fakery). And no one involved knows about the Crater Crunchers' weaponry . . .



PLANETARY RECORD: Charee (Rll I) — Embargoed

Planet type: Rockball
Diameter: 7,100 miles
Gravity: .42
Density: 2.6
Composition: Silicate
Axial Tilt: 9°
Seasonal Variation: Minor
Length of Day: 39.5 Earth days
Length of Year: 1.5 days/58.4 Earth days

Atmosphere
Pressure: 0
Type and Composition: None (being xenoformed)
Climate: Cold
Temperatures at 30° latitude: Low -4°, Average 18°, High 40°
Surface Water: 40%
Humidity: 0
Primary Terrain: Rough (cratered)

Mineral Resources
Gems/Crystals: Absent
Radioactives: Absent
Industrial Metals: Scarce
Organics: Absent
Rare Minerals: Absent
Heavy Metals: Absent
Light Metals: Scarce

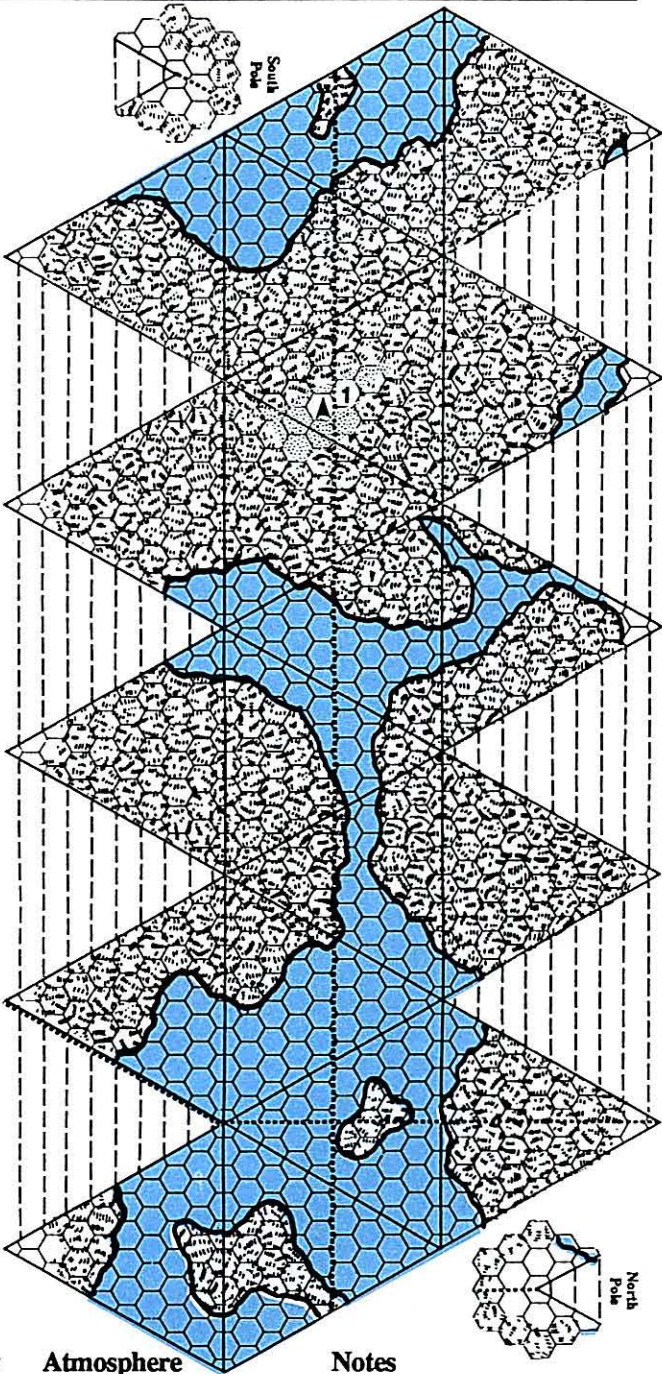
Moons
1 small moon (Hhssh)

Biosphere
Dominant life form: Garuda
Other significant life forms: None native

Civilization
Population(s): 590 Garuda, 60 Kinski (PR 3)
Tech Level(s): 10(?)
Control Rating: Non-Garuda prohibited!!
Society: Clan/Tribal (?) with Technocratic element
Starports: Class II at Schouhch
Installations: Research station (xeno-terraforming)
Economic/Production: None

Other Notes
Map Key: 1. Schouhch
Former moon of Rohiilml, captured by sun

System Information
Star Name: Rll
Biozone: 0.1 to 0.2
Type: M7 V
Inner Limit: 0.0
Location: Saga 4/-10/3
Number of Planets: 8



Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Charee	.2	Rockball	7,100	2.6	.42	None	Detailed above
2. Rohiilml	.55	Gas giant	20,300	1.2	.56	Hydrogen-Methane	Faint ring
3. !Ommssss	.9	Gas giant	25,600	0.6	.35	Hydrogen-Methane	Faint ring
4. Ttm	1.6	Gas giant	56,400	2.1	2.71	Hydrogen	Faint ring
5. —	3.0	Asteroids	—	—	—	—	—
6. Seseserom	5.8	Gas giant	23,700	1.5	.81	Hydrogen	Faint ring
7. SchiaK	11.4	Gas giant	24,200	1.5	.83	Hydrogen	Faint ring
8. —	22.6	(empty orbit)	—	—	—	—	—
9. Hoh!ul	45.0	Gas giant	53,800	2.3	2.83	Hydrogen-Helium	Faint ring
10. Leeserro	89.8	Gas giant	37,900	1.5	1.30	Hydrogen	Faint ring

Covenant (Shadrach III)

Covenant is the financial center of the Saga Sector. Originally colonized by explorers from Marianis, it was discovered by the Survey Service 27 years later. The ruling Marianite priests compromised with the new arrivals: colonists were welcome . . . but the Theocracy's constitution would remain in effect for 99 years.

After 112 years, the Theocracy still rules on Covenant . . . but their control is slipping. Only 38% of the population worships, and away from Pergamos, the figure is even higher. On some large islands, the priests spend Sunday mornings talking to themselves while the farmers sleep in. Some worshippers treat all non-worshippers (even fourth-generation Covenanters) like barbarians; even relatively tolerant worshippers call non-worshippers "colonists" or "immigrants," and treat them like second-class citizens. There are movements toward democracy from the non-converted majority, and occasional peaceful demonstrations. Causing more worry to the Theocracy is the threat of terrorism from The Whip of God, who believe that the priests on Covenant are corrupt — "opening the temple to the money-lenders," as the accusation goes. The charge is fairly accurate: the Theocracy's treasury department, ASG (Alleluia, Salvation and Glory), Pty. Ltd. (see sidebar, p. 69), taxes all exports heavily, enabling the priests to live in luxury while very little reaches the faithful. James Falk, chairman of ASG, Pty. Ltd., is tremendously rich, with a liking for imported suits and jewelry. Welbefallenite attempts at reform have been unsuccessful — Covenant is too rich, and too populous, for the church to control all of it, and Covenant's gravity makes it hazardous for the old Welbefallenite priests to visit. Meanwhile, the Theocracy does what it can to undermine any opposition — restricting entry into the armed forces and civil service, spying on and sabotaging new political parties, suppressing and censoring independent communications, restricting weapons ownership, etc. Cops on Covenant are more restrained and tolerant than their colleagues on Marianis and Welbefallen; many are secretly members of the Whip of God, and a few (mostly in the lower ranks) are native agnostics who simply needed a job.

Most prices on Covenant are 10% above list, except for illegal (black-market) items such as weapons, alcohol and drugs (including Superstim), biology textbooks, et cetera. Most businesses will cheerfully accept universal credits or Welbefallen dollars. Government jobs are unavailable except to the faithful, but other legitimate work can be found at standard salaries (see *Job Table*, p. S38).

The tourism industry is booming on Covenant. Gifted with some of the most spectacular scenery in the sector, the world draws sightseers and wealthy vacationers from several systems. In addition to its breathtaking landscapes, Covenant boasts the famous Forty Cathedrals. These impressive churches were built in the first 20 years of the colonization, and after nearly a century and a half, they are still sturdy and gorgeous — marvels of Gothic architecture.

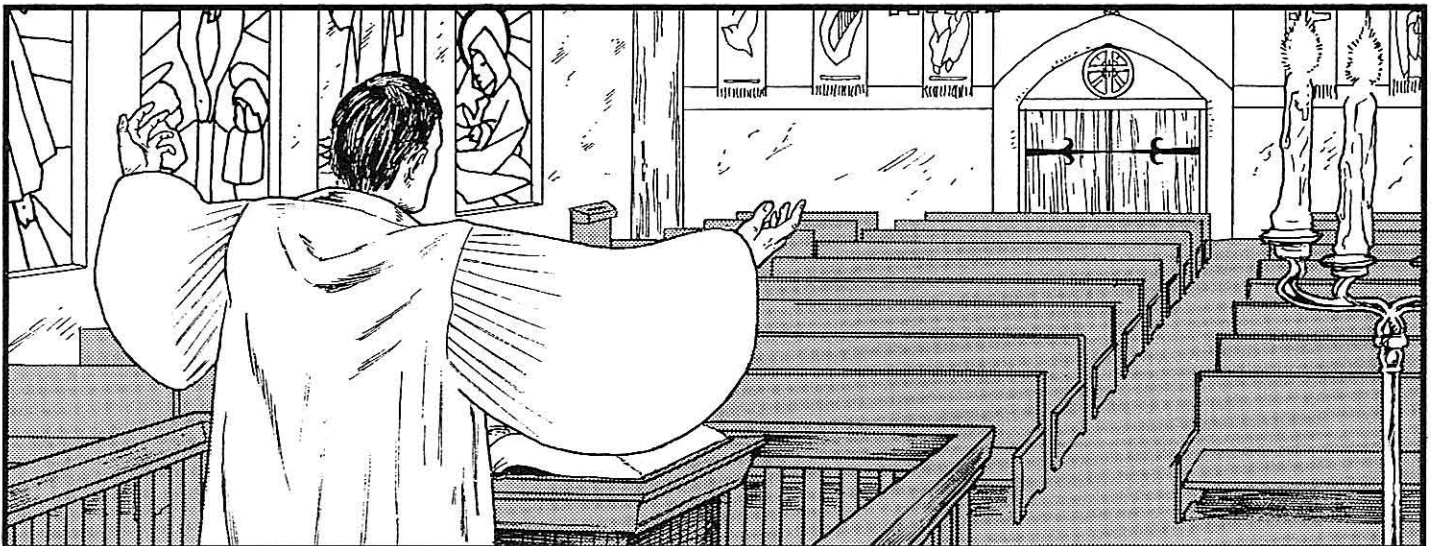
The downside to these splendors is the church's exorbitant excise tax on all tourist attractions. Entrance to planetary parks and monuments costs a whopping \$100 per person; getting into one of the Forty Cathedrals costs \$250 to see one church or \$5,000 for a tour of all 40.

Fanatics from the Whip of God often leave spray-painted messages on the doors of the cathedrals urging the visitors to "stop feeding the coffers of the Devil." PCs as tourists might even witness a clash between radicals and the local police forces, which could degenerate into a riot involving innocent bystanders and unlucky characters.

Adventures on Covenant

Timeo Danaos. The PCs are hired to carry a luxury car — a surprise gift to Falk — from Ironsides to Covenant. The customers stress the importance of its arriving on time, but the deliverers' landing at the Pergamos starport is delayed by heavy aerial traffic; when the customs officers arrive to examine the cargo, their multiscanners indicate that the car conceals a large fusion bomb. The three officers draw their guns, ordering the intruders to lift off and defuse the bomb in orbit. If detonated, the bomb will destroy everything within five miles; how much time the party has before it explodes is up to the GM.

Holding Pattern. Six terrorists hijack an airship and threaten to throw out one passenger every hour until Falk turns himself over to the Whip of God. One of the passengers is Melissa Meyer, daughter of an Ironsides ambassador (or a Trans-Sol executive, if that will cause more trouble in the campaign). Meyer offers a reward of \$100,000 for anyone who can rescue his daughter. If the PCs try to help, they may face Covenant cops, unscrupulous competitors, and the Whip. The airship is hovering 500 feet over the mountains, 30 miles from Pamela, and Falk is hiding in ASG's holovision studio in Pergamos.



PLANETARY RECORD: Covenant (Shadrach III)

Planet type: Terrestrial
 Diameter: 7,530 miles
 Gravity: 1.05 G
 Density: 5.1
 Composition: Medium-Iron
 Axial Tilt: 3°
 Seasonal Variation: Minor
 Length of Day: 27.1 hours
 Length of Year: 2,200 days/6.8 Earth years

One hex = 527 miles

Atmosphere

Pressure: 1.03 (standard)
 Type and Composition: Nitrogen 86%, Oxygen 13%, others 1%
 Climate: Earth-normal
 Temperatures at 30° latitude: Low 54°, Average 76°, High 98°
 Surface Water: 74%
 Humidity: 67%
 Primary Terrain: Plains and rough

Mineral Resources

Gems/Crystals: Absent
 Radioactives: Absent
 Industrial Metals: Plentiful
 Organics: Absent
 Rare Minerals: Absent
 Heavy Metals: Scarce
 Light Metals: Plentiful

Moons

None

Biosphere

Dominant life form: Imported crops
 Other significant life forms: Marine euglenoids, complex algae

Civilization

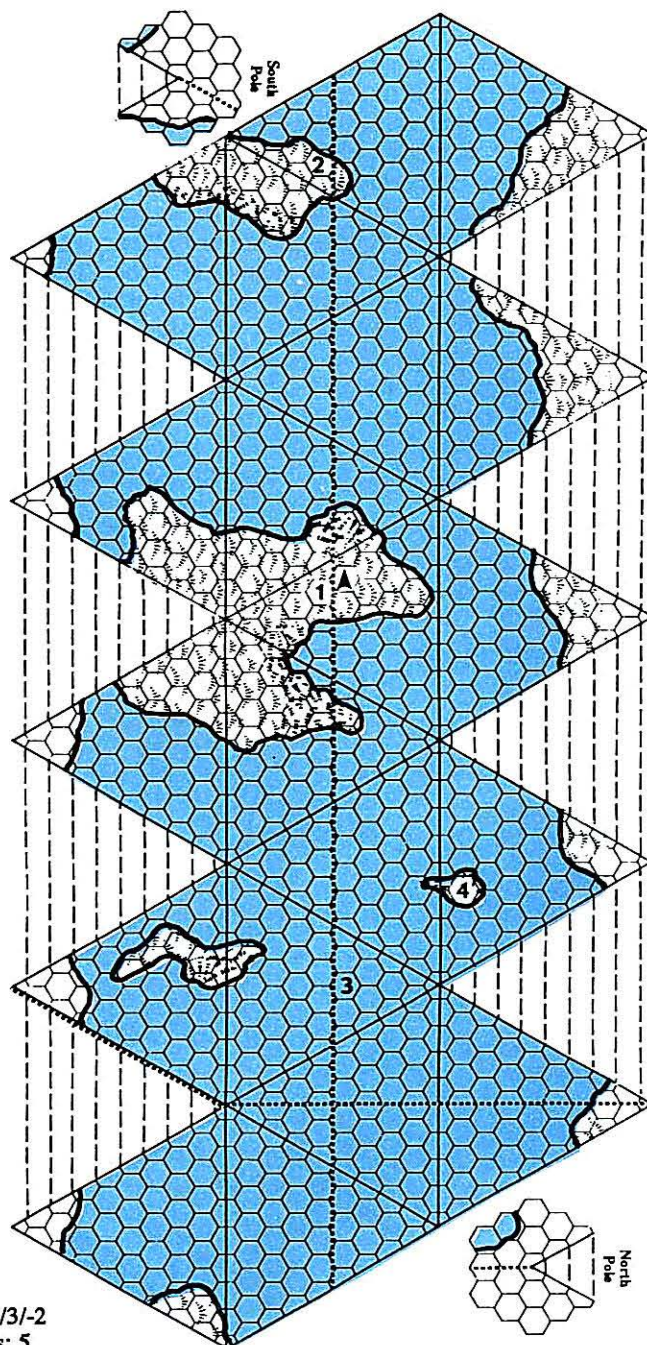
Population(s): 833 million (PR 8)
 Tech Level(s): 9(10)
 Control Rating: 5/3*
 Society: Factionalized: Theocracy vs. Corporate Technocracies
 Starports: Class V at Pergamos
 Installations: Patrol Base, Religious centers, Embassies (Alardin, Ironsides, Musashi, Paragon and Wisshard)
 Economic/Production: Trade hub of sector; imports metals, TL10 equipment, luxuries.

Other Notes

Map Key: 1. Pergamos. 2. Pamela. 3. Patrol Base. 4. St. Pietsberg.
 * CR 3 in Startown and outside cities

System Information

Star Name: Shadrach
 Biozone: 5.0 to 7.5
 Type: M1 III
 Inner Limit: .1
 Location: Saga 14/3/-2
 Number of Planets: 5



Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Laurence	.45	Hot Rockball	6,990	4.0	.64	—	Tide-locked
2. Catherine	.8	Hot Rockball	3,870	3.3	.29	Trace reducing	—
3. Joseph	1.15	Hot Rockball	7,440	3.6	.61	Water vapor	No landings recorded
4. Stephen	3.25	Hot Rockball	10,220	3.5	.82	Very thin nitrides	No landings recorded
5. Covenant	6.0	Earthlike	7,530	.88	1.05	Nitrogen-oxygen	Detailed above

Dunsinane (Hagith I) — Embargoed

Johnny McHeath made the first recorded landing on Dunsinane 63 years ago: a few minutes later, he was pelted with rocks by the hexapod natives, and beat a hasty retreat to his singleship. When he examined a fist-sized rock thrown into the airlock, he found it to be a pale blue diamond.

McHeath's rock and soil samples from Dunsinane confirmed that the dense planet might well be rich in gems, as well as most useful metals. Had it been closer to the center of human space, it would have been immediately annexed by a mining company — but no one was interested. Natural gems were a luxury item, and settling Dunsinane was not yet economically viable. Trans-Sol petitioned to have the world embargoed "to protect the natives." Meanwhile, McHeath sold his blue diamond for \$250,000, and prospectors flew to Dunsinane in search of more. A few found huge diamonds and sapphires; many more found nothing. Some tried trading with the Hecats, but without success. When prospectors reported being attacked by Hecats armed with human-manufactured flamers, the planet was embargoed in record time.

No one knows how the Hecats, who are classified as tool-users but not tool-makers, learned to use high-tech weapons. The Hecats (who have displayed no signs of language use) may

be psionic, or facets of a hive intelligence . . . possibly guided by a human telepath.

The embargo on Dunsinane is not enforced by any military strength, and desperate or overconfident prospectors occasionally defy it. Meanwhile, the market value of Dunsinane diamonds has risen steadily; there is also estimated to be a small fortune in salvageable starships on the planet . . .

Adventure on Dunsinane

The Lost Dutchman. A stranger offers to sell the PCs a copy of a recent scan of Dunsinane, for \$20,000. The disk shows an apparently intact singleship and gives precise coordinates. The singleship, the *Vandervecken*, has landed on a small mesa, with no room for another safe landing within 100 miles. Visitors will find it undamaged, but the front landing pad has sunk into the dense clay. The one-man airlock is booby-trapped with a disruptor — after the outer door closes, the intruders will have five turns before the airlock becomes a microwave oven. The trap is +4 to detect, and takes three turns to disarm (one roll against Traps skill at -4). The ship's locker contains a vacc suit, two 2-hour tanks and a hand thruster; there are no disks in the computer.

If a pilot tries to take off while the pad is buried, he will have to roll against Piloting at -2 to avoid spinning and crashing the ship (a miss results in destroyed landing gear and a light shake-up; a critical miss results in a sprung frame and a medium shake-up). Clearing the pad uncovers an indigo diamond (worth \$60,000 uncut; Vision -6 or Geology -2 to notice) and attracts 3d-2 armed Hecats.

Hecats

ST: 13-14	Move/Dodge: 4/2	Size: 2
DX: 9	PD/DR: 0/3	Wt.: 70-130 lbs.
IQ: 7	Damage: 1-1 cr#	Habitat: M
HT: 16-17	Reach: C	

Hecats are sentient creatures who have several psionic abilities. They communicate telepathically with each other, able to link four or five minds at once over great distances. While this doesn't classify them as a "hive" intelligence, it gives them the ability to maintain a highly organized society spread out over the whole planet. Because the Hecat society is so spread out, it seems primitive and unorganized to visitors, but this assumption can prove dangerous. Many diamond prospectors who found themselves face to face with a Hecat have been surprised to see a whole group show up to attack within minutes, often defeating the astonished humans.

Hecats are also empathetic, able to deduce basic feelings and simple ideas from the minds of humans. Thus, they were able to comprehend the destructive nature of off-world weapons, and it wasn't long before they learned to use them against whom they consider alien invaders. Hecats are warm-blooded and have six limbs. They avoid hand-to-hand combat, opting instead to throw rocks and spears or fire scavenged blasters and flamers.

Hecat Weapons: (roll 2d)

2	Cheap Flamer, 3d-2 shots (skill 1d-1)
3	Variable Heavy Laser Pistol, 2d-1 shots
4-9	Rock, no value (skill 11)
10-11	Rock, contains gems, 2d-1 × \$250
12	Rock, contains indigo diamonds, 2d-1 × \$5,000



PLANETARY RECORD: Dunsinane (Hagith I) — *Embargoed*

Planet type: Earthlike
 Diameter: 8,250 miles
 Gravity: 1.28 G
 Density: 6.8
 Composition: High-Iron
 Axial Tilt: 41°
 Seasonal Variation: Major
 Length of Day: Tide-locked
 Length of Year: 59.3 Earth days

Atmosphere

Pressure: .64
 Type and Composition: Nitrogen 82%, Oxygen 11%, Ammonia 6%,
 H₂O 1%
 Climate: Very Cold
 Temperatures at 30° latitude: Low -26°, Average -2°, High 18°
 Surface Water: 4%
 Humidity: 20%
 Primary Terrain: Mountain

Mineral Resources

Gems/Crystals: Plentiful
 Radioactives: Absent
 Industrial Metals: Ample
 Organics: Ample
 Rare Minerals: Ample
 Heavy Metals: Ample
 Light Metals: Ext. plentiful

Moons

1 medium and 2 small (Clotho, Lachesis and Atropos)

Biosphere

Dominant life form: Hecats
 Other significant life forms: Warm-blooded animals, higher plants

Civilization

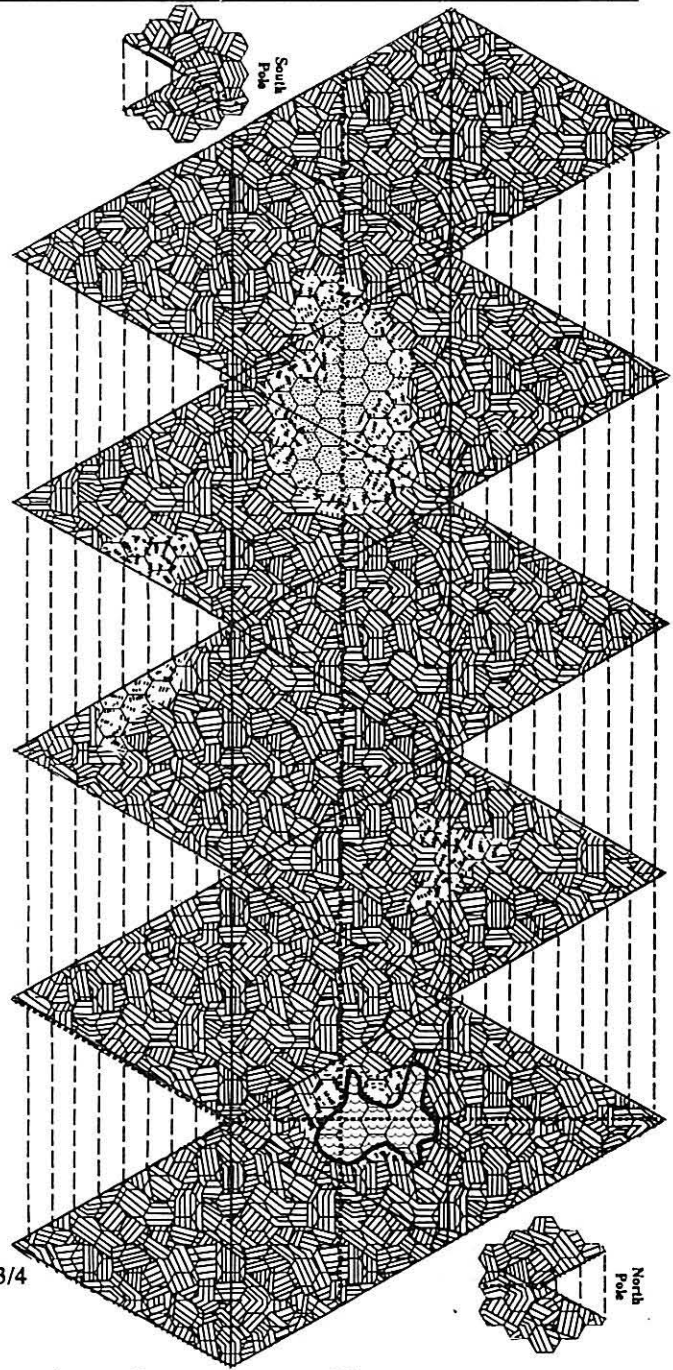
Population(s): Unknown number of Hecats
 Tech Level(s): 0
 Control Rating: 0?
 Society: Primitive
 Starports: None
 Installations: None
 Economic/Production: Illegal diamond prospecting

Other Notes

Embargoed due to hostile Hecat population.
 Hecats are tool users, but not tool makers.

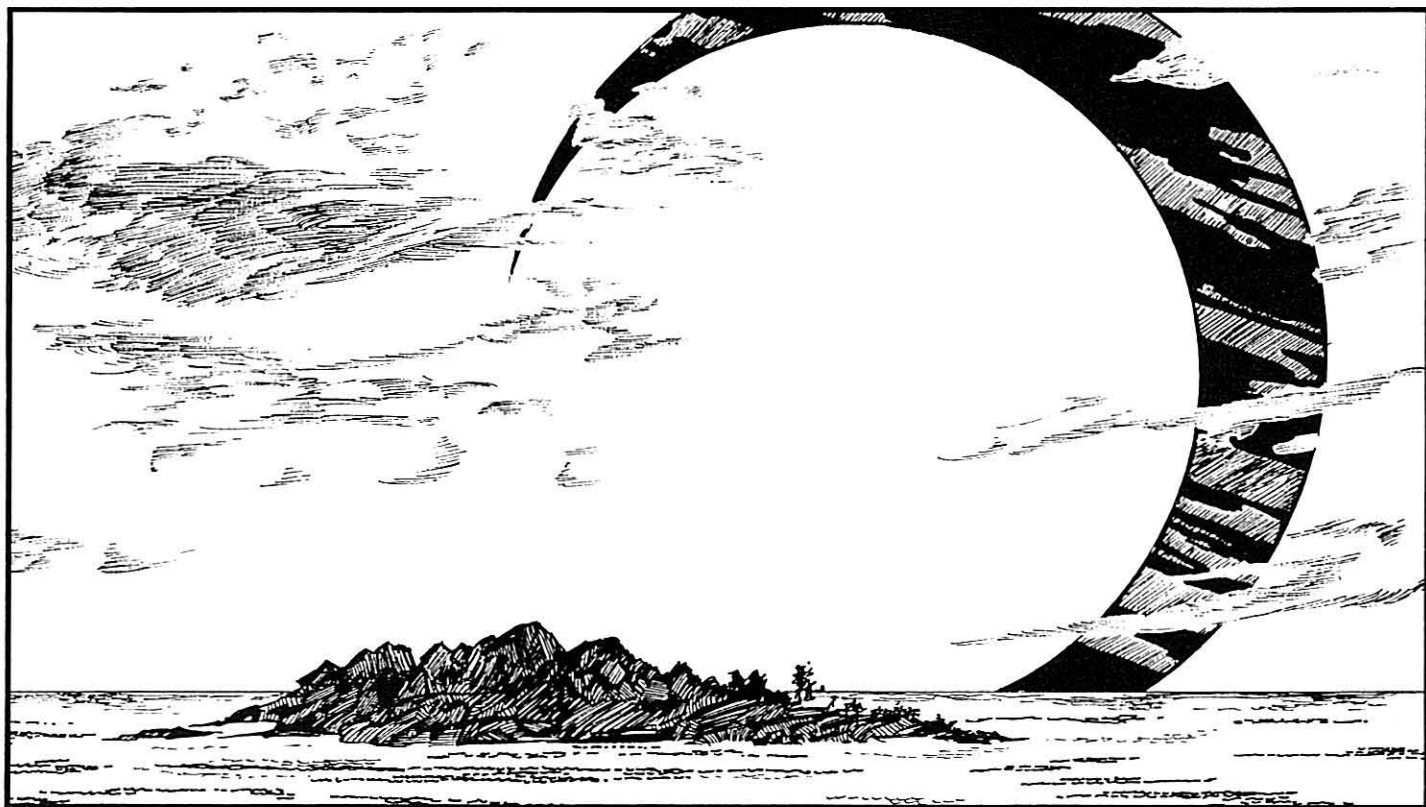
System Information

Star Name: Hagith
 Biozone: 0.1 to 0.2
 Type: M4 V
 Inner Limit: 0.0
 Location: Saga -15/13/4
 Number of Planets: 5



Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Dunsinane	.2	Terrestrial	8,250	7.0	1.32	Nitrogen-Ammonia	Detailed above
2. —	.55	(empty orbit)	—	—	—	—	—
3. —	.9	(empty orbit)	—	—	—	—	—
4. —	1.6	Asteroid belt	—	—	—	—	—
5. Seyton	3.0	Hostile Terr.	3,560	2.5	.20	Trace Nitrides	No recorded landings
6. Harpier	5.8	Gas giant	27,300	1.2	.75	Hydrogen	Retrograde large moon
7. —	11.4	(empty orbit)	—	—	—	—	—
8. —	22.6	(empty orbit)	—	—	—	—	—
9. —	45.0	(empty orbit)	—	—	—	—	—
10. Grimalkin	89.8	Gas giant	59,000	.6	.81	Hydrogen-Helium	Faint ring
11. —	179.4	Asteroid belt	—	—	—	—	—
12. Paddock	358.6	Gas giant	23,500	.6	.32	Hydrogen	Radiation hazard

Fabergé (Robedonostov IIa)



The base on Fabergé is 77% physics lab, specializing in gravity and what to do about it. The other 23% is life support: the starport, hydroponics farm, living quarters, massage parlor, etc. There are few luxuries — no good hotels, no imported food or drink — but the view is magnificent. The gas giant Tsar Pyotr rises dramatically over the transparent dome on Easter Island every 9.1 hours, filling 15% of the sky. Acrophobes who see it must make a fright check, or suffer from the fear of falling up into the gas giant. Fabergéans rarely leave their dome; the atmosphere isn't completely terraformed, and the weather is usually unbearable — freezing during the long solar eclipses, hot at any other time. Astronomers regard the air as an insufferable nuisance, reducing visibility, but it's an improvement on the nitrogen-nitride mix that existed previously (the oceans are still rich in ammonia and nitric acid).

Most of the work done on Fabergé is "basic research" — meaning that SyncIon Grav Inc. (SIG) is currently running at a loss. However, the lab's reputation keeps the company's shares at record prices — much to the annoyance of Tri-Tachyon and Goliath Weaponry. Fabergéan physicists are using Tsar Pyotr's gravity to test experimental contragrav units and force fields — which, if successful, could lead to tractor and pressor beams, better sensors, faster stardrives and FTL radio, even antimatter containment . . .

SIG is always watchful for industrial espionage and sabotage, and everyone on Fabergé is monitored constantly by SIG's incorruptible AI, Uncle Josef. Fabergé's human police force, the Watch, consists mostly of students and technicians looking for extra money or a break in their routine; their police training and Legal Enforcement Power are minimal. Watchmen carry stunners, wear no armor, and react to non-scientists at -2.

Prices on Fabergé are high, except for computer software, which is 10-20% cheaper than list. Jobs available include com-

puter operator, lab assistant and physicist, all at wages 25% to 75% higher than normal. Common advantages on Fabergé include Eidetic Memory, Intuition, Lightning Calculator, and Mathematical Ability; common disadvantages are Jealousy, Pacifism, Stubbornness, and Vows (Alexandrianite, see *Veld*, p. 120); average IQ is 14.

Adventures on Fabergé

A Hole in my Pocket. Fabergéan scientists use an experimental technique to collapse the matter of a sun-grazing asteroid, turning it into a miniature black hole — but an out-of-synch blast sends it hurtling towards Tsar Pyotr. The PCs are hired to fly a starship past the mini-hole, using an experimental 20-MW pressor beam to divert the body into a stable orbit until it disintegrates harmlessly. Any failure of Piloting, Astrogation, Gunner, Mathematics and/or Sensor skills (all at -5) will mean that the hole has escaped, necessitating another try; critical failure will inflict heavy damage on the ship and send the hole on a new, perhaps more dangerous, path.

Accompanying the heroes (if necessary) is Dr. Natalya Shimada: ST 10, DX 7, IQ 16, HT 11; Lightning Calculator, Mathematical Ability, Youth -2; Mathematics-18, Computer Programming-18, Astronomy-15, Electronics Operation (sensors)-15, Physics-12, Planetology (gas giant)-12, Free Fall-12, Vacc Suit-12.

Hit and Run. An unidentified starship, using an advanced stealth suite, approaches Fabergé and attacks with atomic missiles and a disruption beam before flying away. Can Fabergé's experimental force-fields protect the labs? Is it the Kraken, or Goliath Weaponry? If the PCs have their own armed ship, they can try to collect a piece of the attacker as evidence; if not, they'll just have to hope that the ceiling stays up . . .

PLANETARY RECORD: Fabergé (Robedonostov IIa)

Planet type: Earthlike
 Diameter: 8,270 miles
 Gravity: 1.0 G
 Density: 5.3
 Composition: Medium-Iron
 Axial Tilt: 80°
 Seasonal Variation: Gross
 Length of Day: 9.1 hours
 Length of Year: 713 days/.74 Earth years

One hex = 579 miles

Atmosphere

Pressure: .71 (thin)
 Type and Composition: Nitrogen 68%, Oxygen 29%, Argon 2%
 Climate: Tropical
 Temperatures at 30° latitude: Low -27°, Average 97°, High 116°
 Surface Water: 79%
 Humidity: 46%
 Primary Terrain: Rough

Mineral Resources

Gems/Crystals: Absent
 Radioactives: Absent
 Industrial Metals: Ext. Plentiful
 Organics: Scarce
 Rare Minerals: Absent
 Heavy Metals: Ample
 Light Metals: Plentiful

Moons

None. Tsar Pyotr has 20 smaller moons.

Biosphere

Dominant life form: Imported grasses
 Other significant life forms: No native life

Civilization

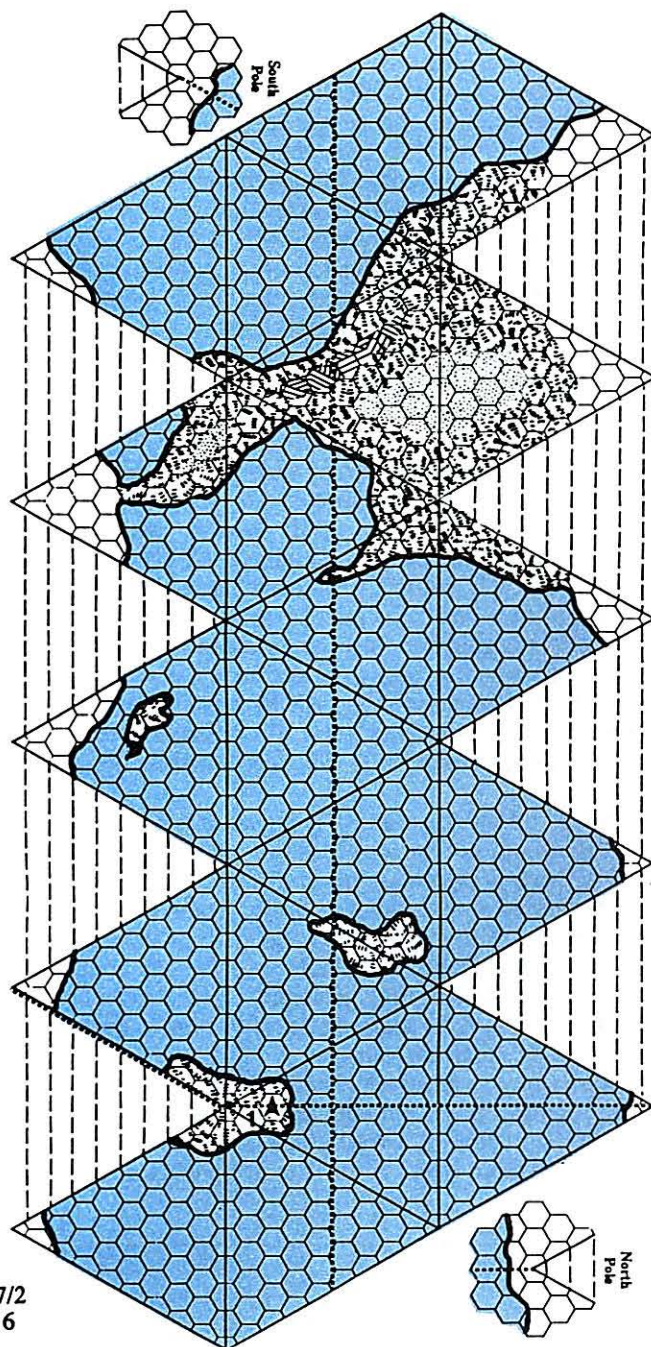
Population(s): 576,000 (PR 5)
 Tech Level(s): 10(11)
 Control Rating: 3*
 Society: Corporate Technocracy (SyncIon Grav, Inc.)
 Starports: Class III
 Installations: Research Station, Survey Base (Pop. 9)
 Economic/Production: Research. Imports nearly everything, exports some iridium and osmium from a small mining operation.

Other Notes

Map Key: 1. Easter Island. * Few weapons possessed (nothing to hunt). Some experimental prototypes of TL11+ equipment being tested.

System Information:

Star Name: Robedonostov Type: G7 V Location: Saga -7/-7/2
 Biozone: 0.8 to 1.2 Inner Limit: 0.0 Number of Planets: 6



Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. —	.5	Asteroid belt	—	—	—	—	—
2. Tsar Pyotr	.85	Gas giant	153,800	1.5	5.28	Hydrogen-Helium	21 moons
2a. Fabergé	.85	Earthlike	8,270	5.3	1.00	Nitrogen-Oxygen	Detailed above
2b. Takhtarova	.85	Iceball	3,710	2.5	.21	Trace reducing	Garuda research base (PR 1)
3. —	1.2	(empty orbit)	—	—	—	—	—
4. —	1.9	(empty orbit)	—	—	—	—	—
5. —	3.3	Asteroid belt	—	—	—	—	—
6. Tsarina	6.1	Gas giant	47,700	1.6	1.75	Hydrogen	—
7. Rasputin	11.7	Terrestrial	5,810	6.2	.82	Trace reducing	—
8. Ivan	22.9	Icy Rockball	7,520	7.2	1.24	None	No recorded landings

Hautdesert (Silencia II)

Hautdesert is named after the Green Knight of Arthurian legend, Sir Bercilak de Hautdesert, and properly pronounced Hawday-sair. Its inhabitants call it Hot Desert, or worse, and no one calls it home. The green visible from orbit is not plant life, but sand rich in oxidized copper (the copper trapped all the oxygen in the once-breathable atmosphere). Most ores found on Hautdesert are low-grade, and huge quantities of sand are processed daily. Vegetation would slow this process down and cut into the profits, and Heavy Metal Mining, Ltd. has resisted all suggestions that the planet be terraformed; besides, the oxygen-free atmosphere helps preserve the mining equipment. Many locals never leave the pressurized towns — except when they emigrate to more comfortable worlds. The landscape outside is extremely boring; navigation is at -2, and the metallic soils make magnetic compasses useless.

HMM runs Hautdesert as fairly as possible, but anyone who is not a company employee may find the life-support tax extortionate (\$35/day, includes two synthetic meals and a sleeper cube, and very strictly enforced). Anyone who defaults will have to borrow, accept a menial job, or sell his possessions at a fraction of their worth. Hautdesert has no prisons; anyone charged with a crime is confined to town until the trial, and anyone found guilty is fined or executed (occasionally both). Negligence is punishable by fines of up to a year's salary (minus tax); repeat offenders are shot. HMM's security guards are well-trained and corrupt. They carry electrolasers and wear reflex over light body armor; 95% will accept bribes, but they aren't cheap.

Prices on Hautdesert are 40% higher than normal, except for synthetic food, accommodations, air masks and air tanks (all 20% higher). Weapons are rarely available, and Streetwise skill will be needed to find addictive drugs. Transport on Hautdesert is mostly by wheeled ATVs, ranging from unsealed jeeps to off-road Road Trains. Available jobs include computer programmer, doctor/surgeon, geologist, lab technician, metallurgist, nuclear physicist and prospector. Wages (after taxes) are up to 50% higher than normal.

Common advantages on Hautdesert include Absolute Direction, Bionics, and Common Sense. Common disadvantages include Agoraphobia, Greed, Miserliness, Skinny, and Stubbornness. Absent-mindedness, Claustrophobia and Fat are ex-

tremely rare. Five percent of the miners, and 16% of HMM security guards, are heavy-worlders.

Kubrickstan

This four-mile-wide domed city is the capital of Hautdesert. Although well-organized and clean, the dome's life-support regulators are fairly old and prone to malfunction. The air-circulation, air-conditioning, cooling and purifying systems have gone on the fritz several times in the past.

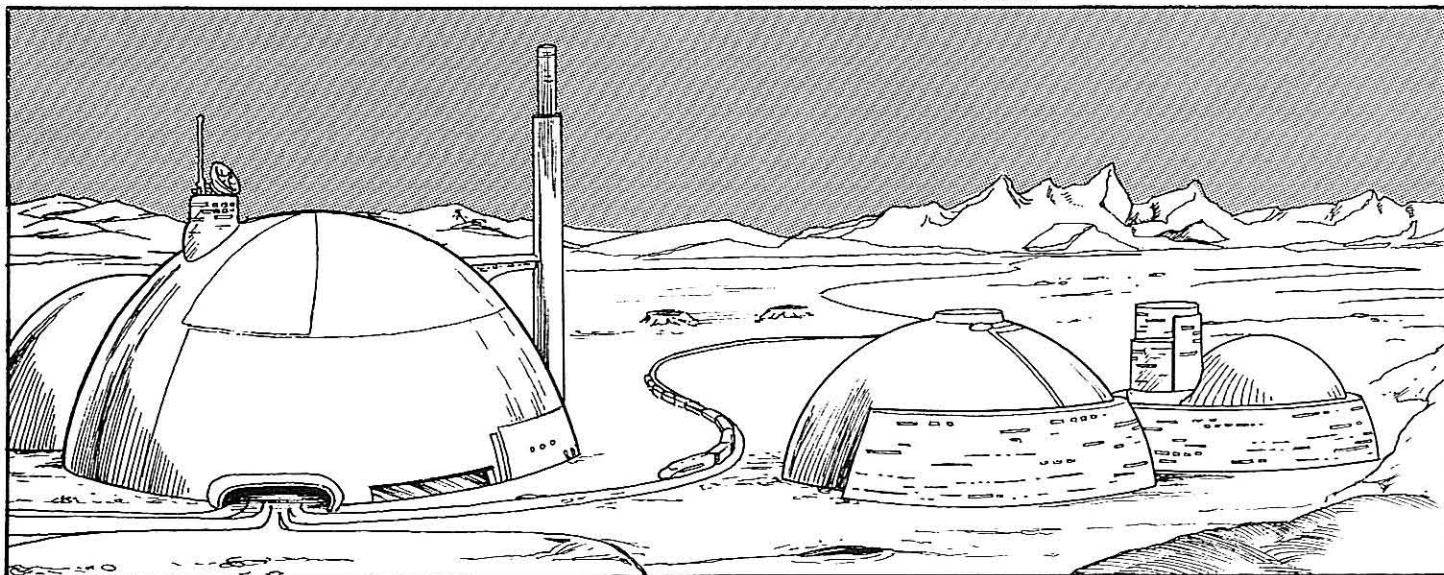
The city management is low on qualified technicians and will pay twice-normal rates for anyone willing to stay and work. Miners often resent techs for their high salaries and easy working conditions, and brawls occasionally break out in local taverns — another factor that leads technicians off-world.

Adventures on Hautdesert

Blowups Happen. The PCs are at Kubrickstan when the cooling system for the fission reactor breaks down. The city's managers divert air and water from life-support to delay the meltdown, leaving the 330 inhabitants with 12 hours worth of safe air. Every vehicle present is co-opted, including the visitors' starship, and the children and pregnant women are evacuated, leaving the PCs and 270 miners waiting for rescue. After 12 hours, the bosses are faced with exposing the survivors to 500 rads/hour, or letting the carbon dioxide build up to 15% (increasing one percent per hour). They know (but do not announce) that the road train carrying medical supplies, air tanks and a team of nuclear engineers is delayed and will not arrive for another two hours, and only has room for 120 passengers — many of the miners are ready to fight rather than miss out on a place.

Murder in Greenchapel. Kay Wu, a miner, is given an empty air tank by mistake, and nearly dies. Jan Regis, the clerk who issued the tanks, is related (or romantically attached) to one of the PCs, and asks for the group's help. Regis was one of a large group fined for negligence three years before, and will be executed unless the accomplices smuggle him off-planet — or modify the computer files.

In fact, Wu's air tank had been emptied as a "reminder." Wu, a compulsive gambler, owes thousands to the Kojiki-Yakuza. An honorable Yakuza might quietly help the characters with their subterfuge, since the unlucky Regis has given no offense to the criminal organization.



PLANETARY RECORD: Hautdesert (Silencia II)

Planet type: Terrestrial
 Diameter: 5,720
 Gravity: .82
 Density: 6.3
 Composition: High-Iron
 Axial Tilt: 27°
 Seasonal Variation: Earthlike
 Length of Day: 24.2 hours
 Length of Year: 134 days/135 Earth days

Atmosphere

Pressure: .64 (thin)
 Type and Composition: Reducing — CO₂ 68%, Methane 20%, H₂O 1%
 Climate: Hot
 Temperatures at 30° latitude: Low 92°, Average 109°, High 126°
 Surface Water: 20%
 Humidity: 22%
 Primary Terrain: Desert

Mineral Resources

Gems/Crystals: Scarce
 Radioactives: Plentiful
 Industrial Metals: Ext. Plentiful
 Organics: Scarce
 Rare Minerals: Scarce
 Heavy Metals: Scarce
 Light Metals: Plentiful

Moons

2 small moons (Head and Axe)

Biosphere

Dominant life form: Anaerobic protozoans
 Other significant life forms: Fungi, bacteria

Civilization

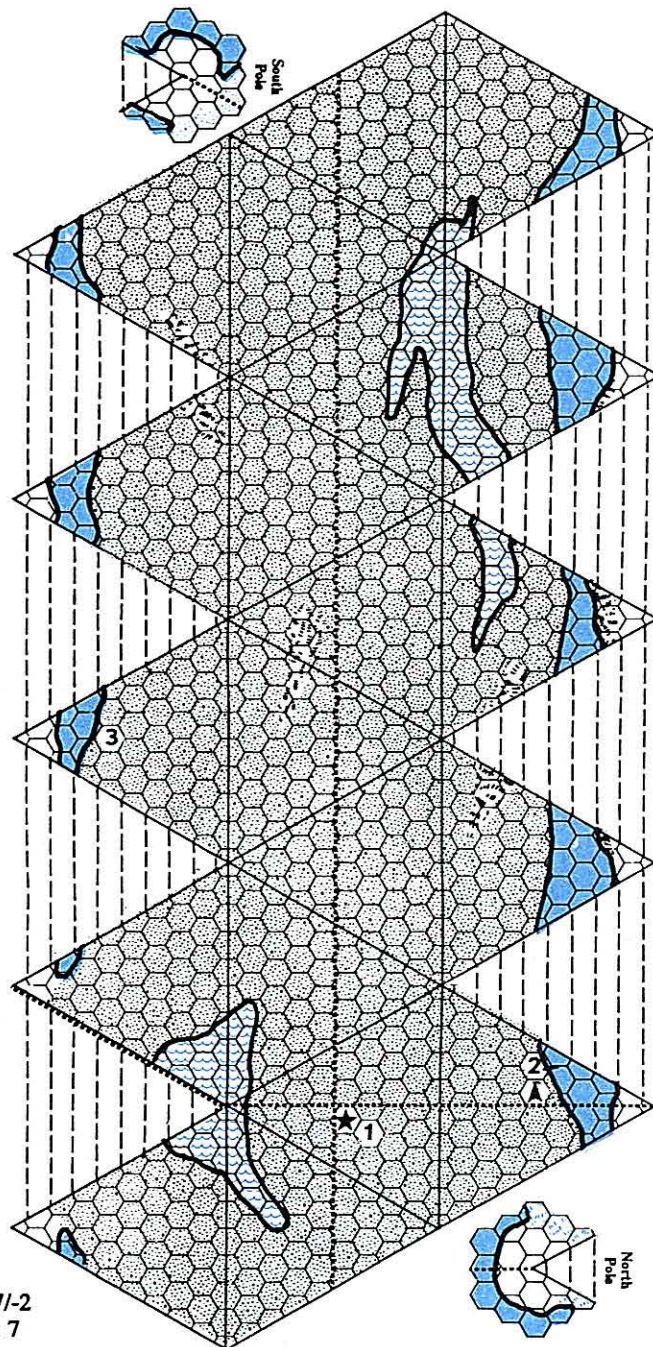
Population(s): 1,800 (PR 3)
 Tech Level(s): 8(10)
 Control Rating: 4
 Society: Corporate Colony
 Starports: Class III at New Arizona
 Installations: Naval and Survey Bases (both PR 1) at New Arizona
 Economic/Production: Exports radioactives and industrial metals to Ironsides

Other Notes

Map Key: 1. Greenchapel. 2. New Arizona. 3. Kubrickstan (Capital).

System Information

Star Name: Silencia
 Biozone: 0.5 to 0.6
 Type: K5 V
 Inner Limit: 0.0
 Location: Saga -8/7/-2
 Number of Planets: 7



Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. New Alaska	.1	Hot Rockball	9,130	2.5	0.52	None	Tide-locked
2. Hautdesert	.5	Earthlike	5,720	6.3	0.82	Thin Reducing	Detailed above
3. Silverado	.9	Gas giant	58,300	2.0	2.67	Hydrogen	—
4. —	1.7	Asteroid belt	—	—	—	—	—
5. Pinzon	3.3	Gas giant	45,900	1.3	1.37	Hydrogen-Methane	—
6. —	6.5	(empty orbit)	—	—	—	—	—
7. —	12.9	Asteroid belt	—	—	—	—	—
8. Karina	25.7	Gas giant	79,000	1.6	2.89	Hydrogen-Helium	2 giant moons
9. —	51.3	(empty orbit)	—	—	—	—	—
10. Wayne	102.5	Gas giant	30,800	2.3	1.62	Hydrogen	—
11. Eastwood	204.9	Gas giant	51,800	1.2	1.42	Hydrogen	Spectacular ring

Ironsides (Theta Caliburnus II)

It's an old joke that Ironsides is a nearly-perfect industrial world — the air was polluted long before anyone arrived. This minor flaw aside, Ironsides has near-Earth gravity, a tolerable and constant climate over much of the planet, an atmosphere that is safe if breathed through a filter mask (the major pollutant is lethal beryllium dust), ample stocks of most useful metals and no native fauna. Not surprisingly, it is one of Trans-Sol Corporation's prize possessions . . . and they mean to keep it.

Nearly all of Ironsides' citizens are employed by Trans-Sol; the rest provide consumer services for the other residents, and are frequently regarded with suspicion by the corporation's security staff. Most of the population is human, though there is a small Kinski enclave in the startown at Platopolis (struggling to save money for a fare off-world). Life on Ironsides isn't for nature lovers (many inhabitants have never ventured outside the domes) or aesthetes, but it has its perks: wages (after taxes) are approximately twice normal, and the money is hard to spend. Most luxuries are imported by the company and sold at prices from 110% to 160% normal — but only a limited range, in limited quantities. Air masks, filters and thermosuits are available for hire or sale at the starport: filter media \$10 (good for 60 hours), air masks \$10/day, filter attachments \$100 or \$10/day, thermosuits \$20/day. Most travel is by helicopter or wheeled ATV. Free traders can make a profit by importing cheap luxuries (real food, recreational drugs, holo movies, etc.) . . . but if someone's caught undercutting Trans-Sol's prices, punishment is severe; the corporation's Customs Department is not known for its gentleness.

Recreation

The mines and factories on Ironsides operate constantly, using a 24-hour clock without regard to outside light conditions. Popular forms of recreation on Ironsides are bar brawls, target shooting (Gauss guns, blasters and electrolasers are manufactured locally and sold to employees at 80% normal cost), and the League of Ancient Weaponry. Members of the LAW make, collect and use replica weapons of TL4 to TL7, from swords to submachine guns. Hunting weapons are popular, although the largest native animals are the subwurm, a foot-long burrower, and a 2-yard-long marine eel, the jormungard — neither is dangerous unless you try to eat one (their flesh is heavily tainted with poisonous metals). The LAW also indulges in TL7 autoduelling — using internal combustion engines, with no computers, lasers or Gauss guns. There are two major indoor arenas — one at Mt. Dragontooth, another at Smithy. Firearms may be bought on Ironsides for five times their listed cost (see p. B208); pistols are Legality 3 weapons, shotguns and hunting rifles, Legality 4, submachine guns and automatic rifles, Legality 2. Firearm ammunition is available at ten times listed cost (see p. B209).

Ironsiders

Ironsiders pride themselves on their toughness and machismo: artistic skills and Savoir-Faire are optional extras. Common advantages are Bionics, High Pain Threshold, Toughness and Wealth; common disadvantages are Alcoholism, Bad Temper, Bloodlust, Bully, Compulsive Gambling, Greed, and Hard of Hearing. The corporation's enforcers are well-funded and well-trained, armed with electrolasers in power holsters, and clad in medium body armor; many are members of the LAW and/or the Orion Rangers.

Starship pilots, engineers and navigators can often find one-way working passage from Ironsides, flying newly-built ships to customers. Many go via Musashi, where they are fitted with optical mainframes and lasers. There is no welfare on Ironsides; those who can't hold down a job end up in the arena on amateur night (non-drivers are given light body armor and their choice of TL7 weapons).

Adventures on Ironsides

Mask-Killer. Finssent, a male Kinski, approaches the PCs at Platopolis and asks for their help — the Kinski are complaining that Trans-Sol has issued them with defective filter masks; many of them are dying of lung disease. He tells them that a Dr. Hollis, at the Crater City hospital, has evidence to support their claims. The management/government on Ironsides won't listen to her, and they monitor all space-mail. But if the adventurers take her (or her reports) off-planet, enabling her to testify against the company, they can save hundreds of lives.

Unfortunately, when the investigators arrive at Dr. Hollis' office, they find her dead on the floor — the top of her head missing, an entry wound in the roof of her mouth, and a non-metallic needle gun by her hand. There are no notes or tapes in her office concerning lung disease in Kinski. Corporation security pronounces it a suicide, but Finssent and Dr. Hollis' colleagues swear that she was a pacifist who owned no weapons. Forensic examination of Dr. Hollis' body (before the Corporation gives it an honorable cremation) reveals the following: she died 15 to 30 minutes before the PCs arrived, she was unconscious before she died, and she had received a localized electric shock, probably from an electrolaser on stun setting, just before death. The security guards at the hospital wear electrolasers in power holsters.

The harder the sleuths look for the killer, the likelier it is that Trans-Sol blames one of them for the murder.

Cat Napping. Perrsseuss, a male Kinski, approaches the PCs and asks for passage off-planet — frozen, if necessary. He has little luggage, and \$400 in Trans-Sol scrip (good almost anywhere). Travelers who know about the Kinski's dislike of freeze tubes may be suspicious, and rightly so; Perrsseuss is a fugitive, a vodka-holic who killed a human still operator in a drunken rage. Perrsseuss' fellow Kinski regard this as justifiable homicide; the human's friends (many of them members of the LAW and/or the Orion Rangers) see it differently . . .

Final Track. A bounty-hunter or assassin PC discovers that his target is a member of the LAW and an avid autoduellist. The target is gregarious by nature, and his friends are heavily armed; the hunter's only chance of catching him unprotected is during an autoduelling event . . .

Ssofly, Ssofly. Dr. Ssimone Ssimone, a Kinski xenobiologist from the Numinor Institute, visits Ironsides to investigate a report that a plant native to Ironsides actually filters beryllium dust naturally, building metal spines for protection. The report states that with sufficient genetic modification, these plants could be made larger and more efficient. Over a period of 500 years, the plants could make the atmosphere breathable without filter masks. Though Trans-Sol officials have sworn that they will not hinder her investigation, some of the local workers are less than enthusiastic about her visit. Accordingly, Dr. Ssimone approaches the PCs, seeking to hire them as bodyguards. Left to her work, she discovers that the reports have been doctored; the time-scale is wrong by a factor of ten or more, meaning the planet's atmosphere could be made breathable in 50 to 60 years.

PLANETARY RECORD: Ironsides (Theta Caliburnus I)

Planet type: Earthlike
 Diameter: 5,910 miles
 Gravity: .99 G
 Density: 7.3
 Composition: Metallic
 Axial Tilt: 12°
 Seasonal Variation: Minor
 Length of Day: 24.6 days
 Length of Year: 7.27 days/.49 Earth years

One hex = 414 miles

Atmosphere

Pressure: 1.03 (standard)
 Type and Composition: Polluted (metallic dust) — Nitrogen 73%, Oxygen 24%, others 3%.
 Climate: Cold
 Temperatures at 30° latitude: Low -4°, Average 18°, High 40°
 Surface Water: 43%
 Humidity: 4%
 Primary Terrain: Rough (partly volcanic)

Mineral Resources

Gems/Crystals: Scarce
 Radioactives: Ample
 Industrial Metals: Plentiful
 Organics: Scarce

Rare Minerals: Ample
 Heavy Metals: Plentiful
 Light Metals: Plentiful

Moons

1 small moon (Gauntlet)

Biosphere

Dominant life form: Icicle pines, subwyrms, jormungards.
 Other significant life forms: Higher plants, marine invertebrates.

Civilization

Population(s): 14.9 million (PR 7), 800 Kinski
 Tech Level(s): 10
 Control Rating: 4/3*
 Society: Corporate State, run by Trans-Sol
 Starports: Class IV at Platopolis, Class II at Crater City and Smithy
 Installations: Naval Base (PR 3), Patrol Base (PR 1) at Crater City, Kinski enclave at Platopolis Startown (PR 2), Embassies — Alardin, Musashi, Tlalocan, Wisshard
 Economic/Production: Exports equipment and refined metal, imports food.

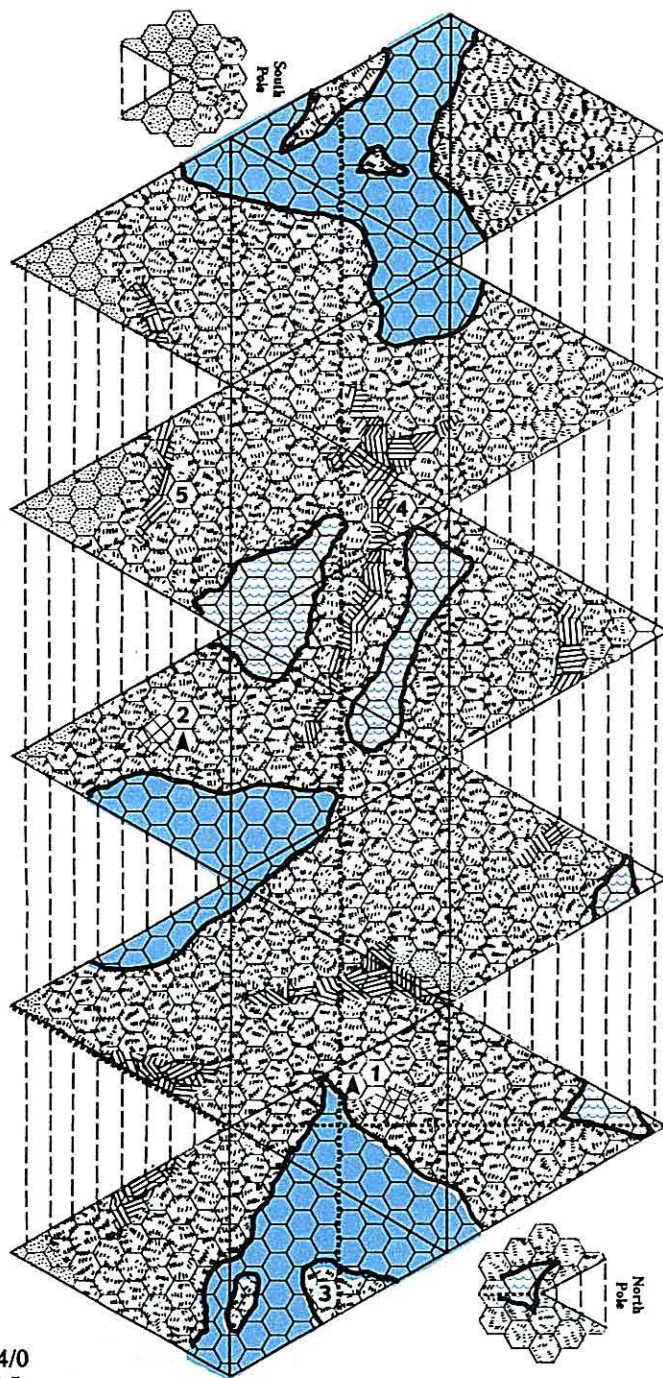
Other Notes

Map Key: 1. Platopolis 2. Crater City 3. Naval Base 4. Smithy 5. Mt. Dragontooth

* General CR 4, Weapons CR 3.

System Information:

Star Name: Theta Caliburnus
 Biozone: 0.5 to 0.6
 Type: K1 V
 Inner Limit: 0.0
 Location: Saga 6/14/0
 Number of Planets: 5



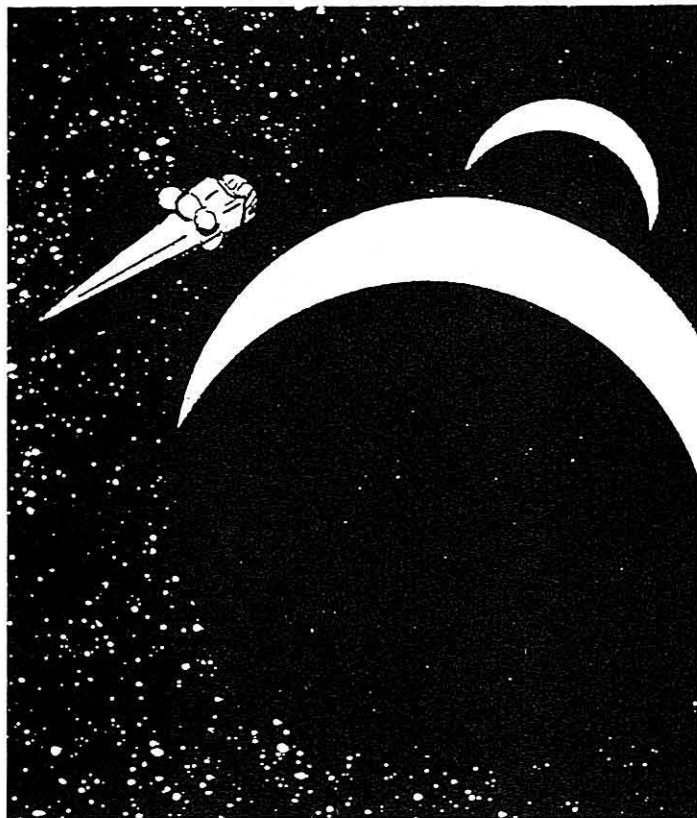
Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Gallowglass	.3	Hot Rockball	5,400	5.9	.73	Trace nitrogen	Tide-locked
2. Ironsides	.6	Earthlike	5,910	7.3	.99	Polluted NO ₂	Detailed above
3. —	.9	Asteroid belt	—	—	—	—	—
4. Lear	1.5	Gas giant	47,500	1.3	1.41	Hydrogen	Retrograde moon
5. —	2.7	(empty orbit)	—	—	—	—	—
6. Vortigern	5.1	Gas giant	23,400	.8	.43	Hydrogen-Methane	—
7. Brutus	9.9	Gas giant	77,700	.8	1.42	Hydrogen-Helium	—

Marianis (Meschach I)

Marianis, a colony of Welbefallen, is ruled by the Theocracy. It isn't quite as restrictive as Welbefallen's near-fascism, but it is nowhere as liberal as Covenant's government. The population is made up of those who can't stand the ultra-restrictive government of Welbefallen, but find Covenant's high-taxes and "immoral" monetary practices blasphemous (or at least undesirable). They found a solid medium ground at Marianis and are quite happy with the status quo.

Because of this, they do not react well to visitors. Off-worlders get a -1 on all Reaction rolls and the tourism industry is nearly non-existent. Good hotels are hard to find, and high tariffs discourage off-world business. Visitors who are unlucky enough to break one of Marianis' laws may find themselves at Fort Redemption, the planet's major labor camp and prison.

Marianis' major industry is the development and export of Nexa medical drugs — Superstim, Gravanol and adders. These drugs are processed from fandancer lichen, which grows profusely in the rocky hills and steppes. Prisoners at Fort Redemption are used as cheap labor in the gathering, grinding and mixing of the prolific plant. The processing is done at large factories located in most large cities.



Psionics and Clones

Although the residents of Marianis are more tolerant than those of Welbefallen, they still believe that psionics and clones are soulless creatures of evil. Known psis or clones will not be allowed to land, and if discovered already on the surface, they will be arrested and held for trial. Lynch mobs are common and often covertly encouraged by local law enforcement (to ease court case overloads). Lynchings are publicly denounced, but little effort is put into finding the perpetrators.

If no lynching occurs, the accused goes to trial. The trials are uniformly unfair, and the accused is nearly always convicted.

The traditional punishment for psionics is lobotomy (apparently the Marianite doctors believe this to be a cure for psionics). Lobotomized convicts are sent to perform menial tasks at Fort Redemption, where they are often victims of prison slayings.

Clones are luckier; mass fear of these "soulless demons" gives them a speedy deportation from the world. Their names are, however, stored in Marianis' master database and if they are identified on-world again, public execution is standard.

Despite these heavy restrictions, a small psionic underground has begun on Marianis. Under-funded and in constant fear of discovery, most members of this underground movement are not working for more liberal laws for psionics, but rather looking for cheap transportation off-world. Adventurers with psionic powers may be approached by underground psis, either for recruitment or with a desperate request to be taken off-world.

The Whip Underground

A small underground faction of the Whip of God is based on Marianis. They have been relatively quiet, putting most of their effort into subtle recruitment and arms stockpiling. The Whip of God is attempting to build a wide base of well-armed, fanatical followers who, when the time comes, will aid the group in an all-out coup over the Theocracy. Followers are promised high-ranking government positions if the takeover succeeds or everlasting salvation should they die in the effort.

Adventure on Marianis

Beyond Redemption. The PCs are arrested at Smyrna for carrying contraband. If some confess, half of the crew will be freed, while the others will be found guilty and sent to Fort Redemption. Escape from the prison is easy; anyone willing to brave the temperature extremes can try to sneak away during the daily routine of gathering fandancer lichen (the source of Nexa-variety Superstim, Gravanol and Move Adders — Marianis' major export). But while the escapees (equipped only with bush knives, reflec suits and anything they managed to smuggle into the prison) try to survive in the desert, their friends may have even more trouble trying to find them.

And Behind Door Number One . . . The characters are hired by church officials to investigate the disappearances of several local teenagers. All of the leads turn out to be dead ends until one night, they find one of the missing teens, dazed and babbling incoherently. The investigators finally get some useful information out of the girl — apparently there's a Whip of God headquarters in the basement of one of the Theocracy's biggest churches.

If the PCs inform church leaders, they find nothing but empty rooms and no evidence of any secret hideout. But if they explore it themselves, the investigators discover a room full of high-tech weapons and explosives — and they also find the rest of the missing teenagers, brainwashed and with no desire to be rescued . . .

Wrong Psis. The Marianite fear of psionics has created an almost McCarthyian atmosphere in the larger cities. A PC, minding his own business, is accused of psionic use by a "tame" government psi. The agent is leading a sting operation to investigate suspected off-world psionics. The accusation might be a setup to assuage public fears, but how does the off-worlder prove that he doesn't have psionic powers? On the other hand, if the accused *does* have psionics, it could be just a lucky guess or it could be a real operation — either way the visitor is in trouble.

PLANETARY RECORD: Marianis (Meschach I)

Planet type: Earthlike
 Diameter: 10,900 miles
 Gravity: .79 G
 Density: 3.2
 Composition: Low-Iron
 Axial Tilt: 27°
 Seasonal Variation: Earthlike
 Length of Day: 23.8 days
 Length of Year: 5.8 days/139 Earth days

Atmosphere

Pressure: .62 (thin)
 Type and Composition: Nitrogen 5%2, Oxygen 45%, others 3%
 Climate: Tropical
 Temperatures at 30° latitude: Low -39°, Average 102°, High 126°
 Surface Water: 36%
 Humidity: 6%
 Primary Terrain: Steppes and hills

Mineral Resources

Gems/Crystals: Absent
 Radioactives: Absent
 Industrial Metals: Plentiful
 Organics: Scarce
 Rare Minerals: Absent
 Heavy Metals: Absent
 Light Metals: Plentiful

Moons

None

Biosphere

Dominant life form: Fandancer lichens
 Other significant life forms: Euglenoids, marine algae

Civilization

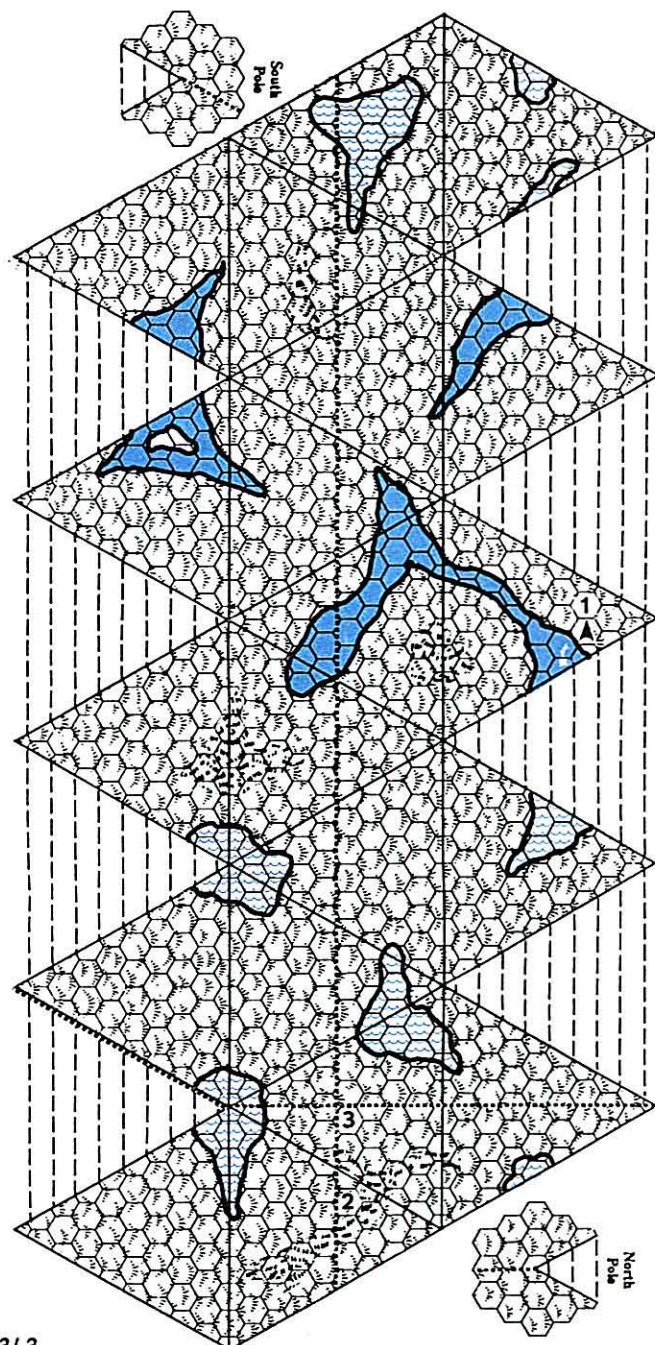
Population(s): 88,000 (PR 4)
 Tech Level(s): 8(10)
 Control Rating: 5
 Society: Theocracy
 Starports: Class III at Smyrna
 Installations: Religious Center at Smyrna, Prison at Fort Redemption.
 Note: medium-and long-range communications difficult because of frequent solar activity.
 Economic/Production: Imports TL10 equipment from Covenant, exports xenodrugs.

Other Notes

Map Key: 1. Smyrna 2. Fort Redemption (Prison) 3. Touchdown
 WARNING — Psionics and clones are forbidden on Marianis!

System Information

Star Name: Meschach
 Biozone: 0.1 to 0.2
 Type: M0 V
 Inner Limit: 0.0
 Location: Saga 16/3/-3
 Number of Planets: 1



Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Marianis	.1	Earthlike	10,900	3.2	.79	Nitrogen-Oxygen	Detailed Above
2. —	.45	Asteroids	—	—	—	—	—

Mersault (Wilson II)

Mersault is far from the other Saga worlds — it's 35 parsecs south, in the Gunningagap — but as there are only 19 other stars (and none with inhabitable planets) within 27 parsecs, Mersault is usually considered the outermost world of the Saga Sector. XII!dis, the first Nexa to survey the world, disagrees — to him, it's the capital of the Xa'hom Sector. XII!dis landed on Mersault three years after the Order of the Table had registered the name, and decided to retire there with his family. No one else wanted the planet, and his claim was recognized.

Goliath Weaponry saw an excellent opportunity to observe Nexa and their technology, but maintaining a base on Mersault would be expensive — there was nothing to export, and no employee would stay there unless very highly paid. Goliath secretly approached Dr. Marcus St. Paul, a chaos theorist languishing at Pinnacle University on Covenant, and offered to finance an institute for basic research on out-of-the-way Mersault, paying XII!dis a large one-time fee for the area they named New Reykjavik. Unfortunately for Goliath, St. Paul's recruits were xenophilic and unconventional, and the New Reykjavik Institute became a peaceful anarchy; relations with the Nexa settled into a mutual admiration society. Recently, Dr. Amanda St. Paul, Marcus' wife, began teaching mathematics to XII!dis' grandchildren — via holovision, of course.

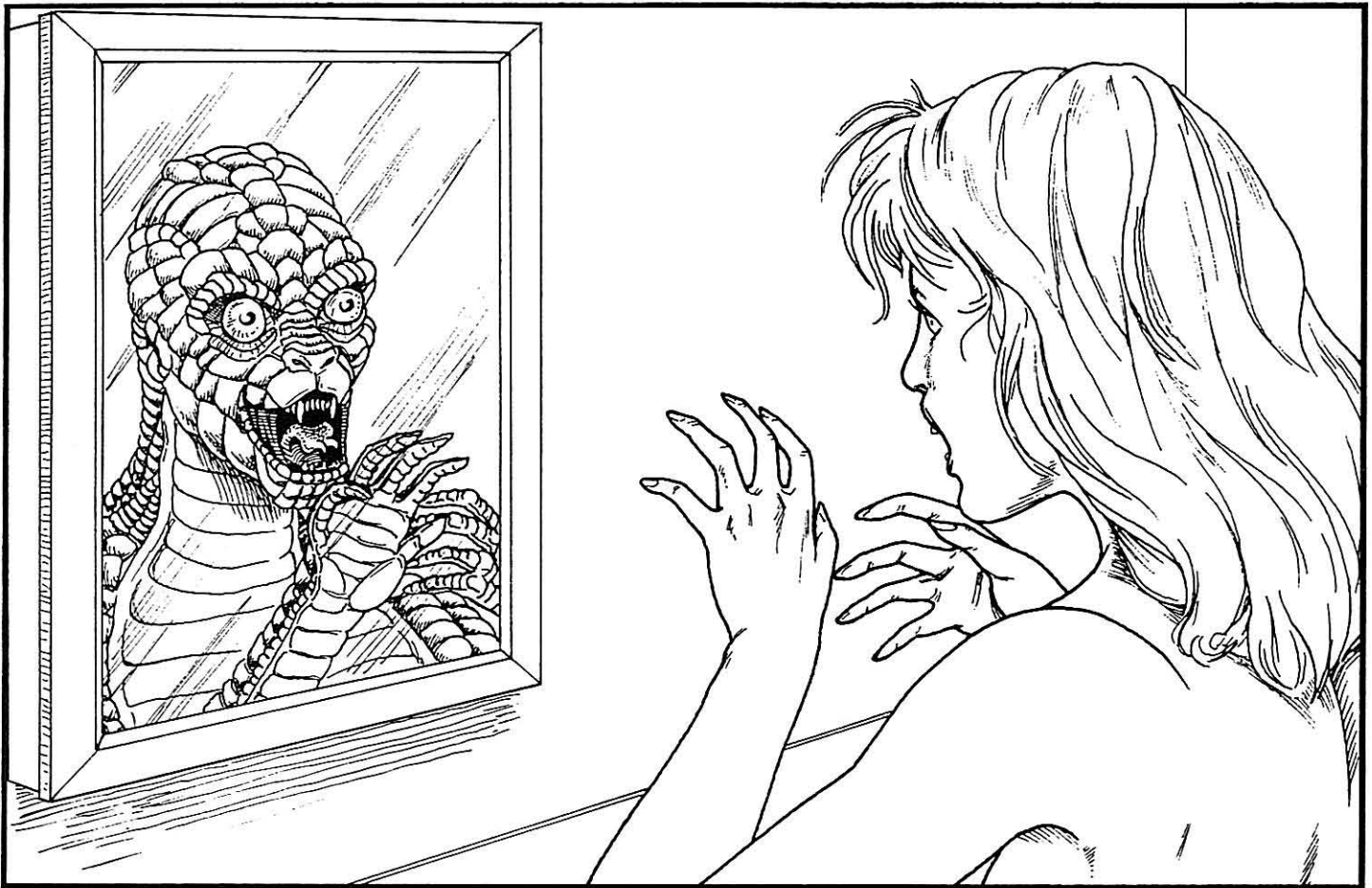
A few technicians on Mersault act as "security guards" (i.e. spies) for Goliath; they carry blasters and wear medium monocrys vests. Both races regard them as barbarians. Transport on Mersault comprises four hovercraft (two Nexa, two human, all unarmed) and a small helicopter.

Adventures on Mersault

Disruptive Influence. The PCs have been at New Reykjavik for a few hours when a corpse is found in the riceberg field. A biochem lab assistant and Goliath spy was apparently shot in the face with a disruptor. A thorough search of the Institute fails to uncover a disruptor, but XII!dis is known to carry one. The victim's wife, a fellow spy, worked in a physics lab and could have improvised and disassembled a microwave weapon . . . but if a disruptor is found on the visitors' ship, one of them will become the prime suspect.

Airlift. A fire at Xasds leaves the Nexa without shelter and low on water; XII!dis asks the scientists for help. Unfortunately, the helicopter doesn't have the range, and the trip would take 17 days by hovercraft — by which time, the Nexa would be dead. The PCs are asked to carry supplies to Xasds and Nexa young to New Reykjavik, where they will stay until their home is repaired: 3d+3 days, barring sabotage. Of course, someone will have to protect the Nexa from Goliath agents . . .

Quick Change. Dr. Irena Secchi asks the non-Nexa-speaking PCs to try out a desk-sized prototype Mental Translator (the fee is \$100 for an hour's thinking, and Dr. Secchi is beautiful with +2 Charisma). Unfortunately, one of the testers becomes seriously deluded for 30-IQ hours, believing herself to be a double-jointed Nexa named Thfaa'xss. The Thfaa'xss/PC is paranoid and impulsive, understands no Amerish, and is in love with Klusssa (XII!Dis' grandson, and Amanda St. Paul's brightest student).



PLANETARY RECORD: Mersault (Wilson II)

Planet type: Earthlike
 Diameter: 5,840 miles
 Gravity: .78 G
 Density: 5.8
 Composition: Medium-Iron
 Axial Tilt: 66°
 Seasonal Variation: Gross
 Length of Day: 19.7 hours
 Length of Year: 654 days/1.47 Earth years

Atmosphere

Pressure: 1.05 (standard)
 Type and Composition: Nitrogen 64%, Oxygen 23%, CO₂ 11%
 Climate: Very Hot
 Temperatures at 30° latitude: Low 102°, Average 125°, High 148°
 Surface Water: 79%
 Humidity: 78%
 Primary Terrain: Barren, occasionally rough

Mineral Resources

Gems/Crystals: Absent
 Radioactives: Absent
 Industrial Metals: Ample
 Organics: Scarce
 Rare Minerals: Absent
 Heavy Metals: Absent
 Light Metals: Ample

Moons

None

Biosphere

Dominant life form: Sporulating algae and euglenoids
 Other significant life forms: Terran and Nexan imports

Civilization

Population(s): 60 humans, 22 Nexa (PR 1)
 Tech Level(s): 8/10
 Control Rating: 0/3 *
 Society: Clan (Nexa)/Anarchy (human)
 Starports: Class I at Xasds and New Reykjavik
 Installations: New Reykjavik Institute, private research center.
 Owned but not controlled by Goliath Weaponry. No weapon testing; basic research only.
 Economic/Production: Research; largely self-sufficient.

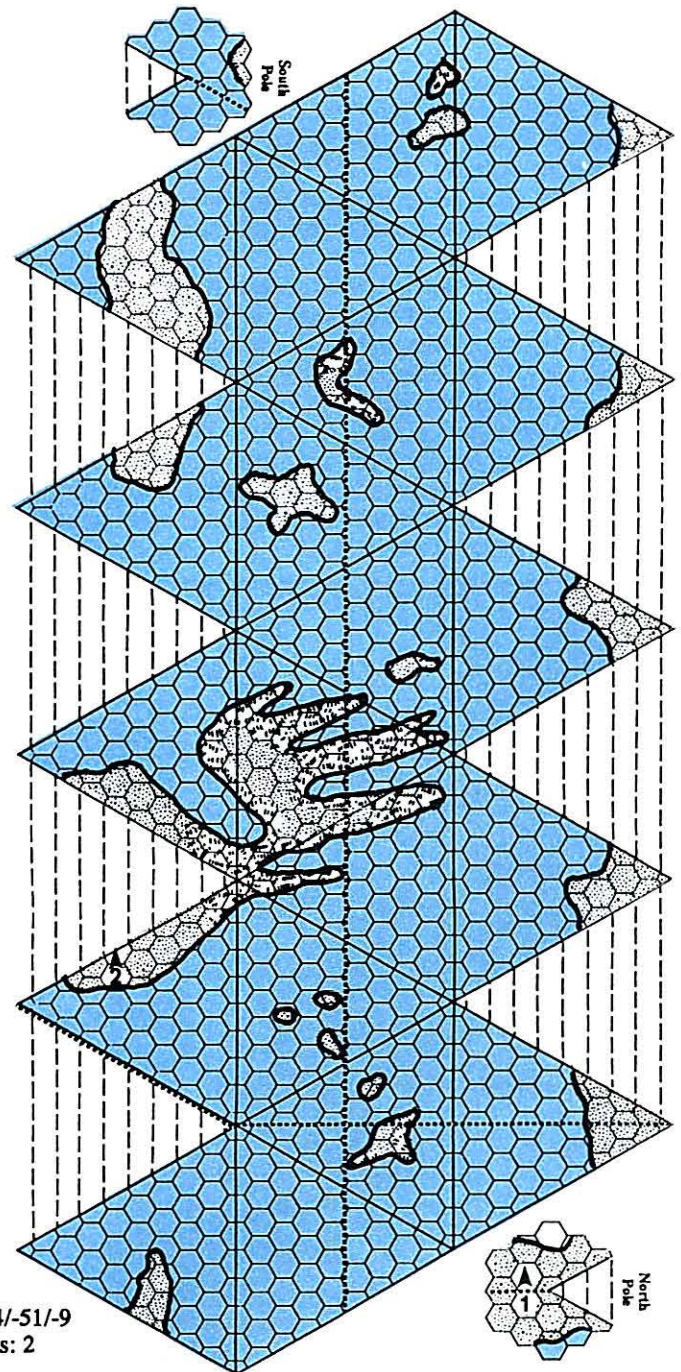
Other Notes

Map Key: 1. Xasds. 2. New Reykjavik

System Information

Star Name: Wilson
 Biozone: 1.6 to 2.4
 Type: F3 V
 Inner Limit: 0.0

Location: Saga 14/-51/-9
 Number of Planets: 2

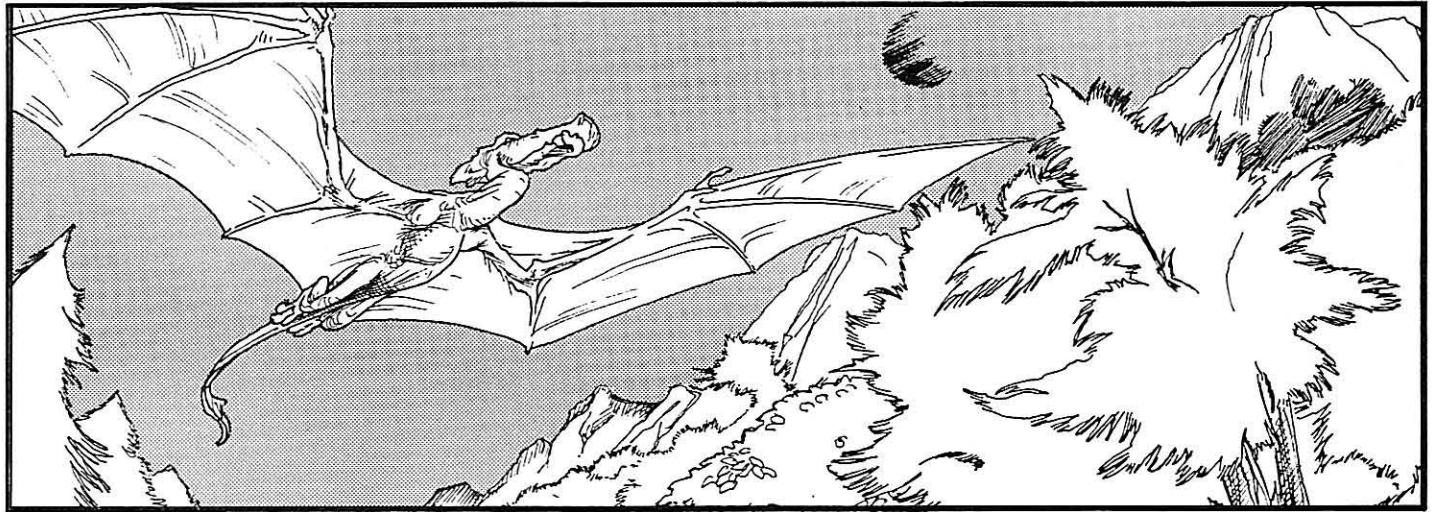


Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. —	.4	(empty orbit)	—	—	—	—	—
2. Savage	.7	Hot Rockball	5,770	4.0	.53	Thin nitrogen-sulfurs	No recorded landings
3. —	1.0	Asteroid belt	—	—	—	—	—
4. Mersault	1.6	Earthlike	5,840	5.8	.78	Nitrogen-oxygen	Detailed above
5. —	2.8	(empty orbit)	—	—	—	—	—
6. —	5.2	(empty orbit)	—	—	—	—	—
7. —	10.0	Asteroid belt	—	—	—	—	—

Montgolfier (Banio I)

This large, low-density planet was originally dismissed as useless, for obvious reasons: no mineral wealth, gravity too low, soil and native flora lacking in vital trace elements, climate cool and wet (at best). Thirty years later, it was settled for the same reasons — the pacifistic settlers wanted a world that no one would bother fighting them for. To their delight, the native predators left them alone, none of the microorganisms proved harmful, and they discovered a profitable cash crop: Ardenine, a natural aphrodisiac.

Life on Montgolfier is idyllic. Most of the inhabitants are totally non-violent; apart from bush knives and a few tangles, there are almost no weapons, nor much need for them (even slavers have left the planet alone — light-worlders have very little market value). No one is ever allowed to starve, but no one seems very wealthy, either. Mongoans frequently treat the whole planet as sentient and empathic, and claim that the Shadowjacks — huge pteranodon-like creatures with photosynthesizing wings — are intelligent guardians who control the weather and keep away enemies.



Shadowjacks

ST: 17-20	Move/Dodge: 10/4	Size: 3-12
DX: 10	PD/DR: 1/3 *	Weight: 1,300+
IQ: 5	Damage: 1+1 Cut	Origin: SF
HT: 9/32+	Reach: C	Habitat: F, M

* PD 6 against lasers and flamers

Shadowjacks are sentient flying reptiles that resemble huge pteranodons, except that they are about ten times larger. They are empathic and psionic, and they hate violence. For this reason, they have developed a liking for the planet's pacifist settlers. The Shadowjacks use their substantial psionic powers to control the weather (a modification of telekinesis), usually to divert storms away from the colonists' settlements. Sometimes, however, they will bring a storm in to prevent harm to the settlers (see *Flying High* below).

Mongoans

Mongoans rarely leave their planet and pay little attention to time, so very few have noticed their own longevity. Many Mongoan fruits contain a mild anti-agathic, which slows the aging process down to two months a year and generally increases HT.

Generic Mongoans have -1 to ST and +3 to HT. Common advantages are Empathy, Musical Ability, and Rapid Healing. Common disadvantages are Laziness, Light Worlder, Poverty,

Night Blindness, Cowardice, Pacifism, Claustrophobia, Hoplophobia, Scotophobia, Technophobia, Sense of Duty, Truthfulness, and Vegetarianism. About 20% of the men and 40% of the women will have Self-Defense Pacifism and Judo skill at DX-1.

Montgolfier is also an undiscovered cultural treasure. Many of the pacifist settlers turn to music, acting and storytelling to pass the time. And the art that the natives produce is unequalled in the sector. Because the artists refuse to perform for unwelcome visitors, and welcome visitors tend to remain indefinitely, word of the artistic richness of the planet has been slow to spread. However, the Mongoans may soon have a thriving industry thrust upon them, bringing unwanted attention to them and their widely-available anti-agathics.

Prices for food, accommodation, transport and medical care on Mongo are standard if you can afford them, lower if you can't. Bionics, gadgets, most drugs and luxuries have to be imported, at 10-60% over list cost. Armor and ranged weapons are unavailable at any price.

Adventure on Montgolfier

Flying High. A Dr. Leopold approaches the PCs, seeking passage to Montgolfier for himself and three "students". He claims to be a xenobiologist, interested in the Shadowjacks, but his real interest is in the enormous profits to be made from Mongo's cheap anti-agathics.

Just as the ship is preparing to land at Arden starport, a severe cyclonic storm blocks communications with the ground, reduces visibility to a few yards, and gives a -7 to Piloting. Mysteriously, the storm doesn't affect the starport itself, or the Shadowjacks who float above it. If the escorts refuse to attempt a landing, Leopold will become impatient and try to hijack the ship. Once Leopold and his stooges are restrained and disarmed, the storm will dissipate as suddenly as it arose.

Dr. Leopold has ST 10, DX 10, IQ 14 and HT 10; G-Experience, Strong Will +2, Bad Temper, Greed, and Jealousy. His skills are Beam Weapon-11, Fast-Talk-12 and Xenobiology-14. He carries a holdout X-ray laser disguised as a pocket magnifier.

The stooges have ST 11, DX 12, IQ 10 and HT 11; Combat Reflexes and G-Experience. Two are Greedy, one Sadistic. Each has the skills Beam Weapon-12, Fast Draw-13, Fast-Talk-11, Gun-14, Interrogation-8, Knife-13, Pilot (shuttle)-11 and Xenobiology-8. All wear medium monocryst vests and carry non-metallic needlers and non-metallic small knives.

PLANETARY RECORD: Montgolfier (Banio I)

Planet type: Earthlike
 Diameter: 11,710 miles
 Gravity: .64 G
 Density: 2.4
 Composition: Silicate
 Axial Tilt: 5°
 Seasonal Variation: Nil
 Length of Day: Tide-locked
 Length of Year: 58.4 Earth days

Atmosphere

Pressure: .93 (standard)
 Type and Composition: Nitrogen 73%, Oxygen 26%, others 1%
 Climate: Cool
 Temperatures at 30° latitude: Low 43°, Average 58°, High 73°
 Surface Water: 32%
 Humidity: 64%
 Primary Terrain: Forest on sun side, barren on dark side

Mineral Resources

Gems/Crystals: Absent
 Radioactives: Absent
 Industrial Metals: Absent
 Organics: Plentiful
 Rare Minerals: Absent
 Heavy Metals: Absent
 Light Metals: Scarce

Moons

2 Moonlets (Raspe and Poe)

Biosphere

Dominant life form: Shadowjacks, photosynthesizing gliding reptiles.
 Other significant life forms: Reptiles, Monotremes, fish, giant trees.

Civilization

Population(s): 21,440 (PR 4)
 Tech Level(s): 2(10)
 Control Rating: 2(5) *
 Society: Pacifistic, informal Athenian democracy
 Starports: Class II at Arden
 Installations: None
 Economic/Production: Exports Ardenine (aphrodisiac drug), imports hardware

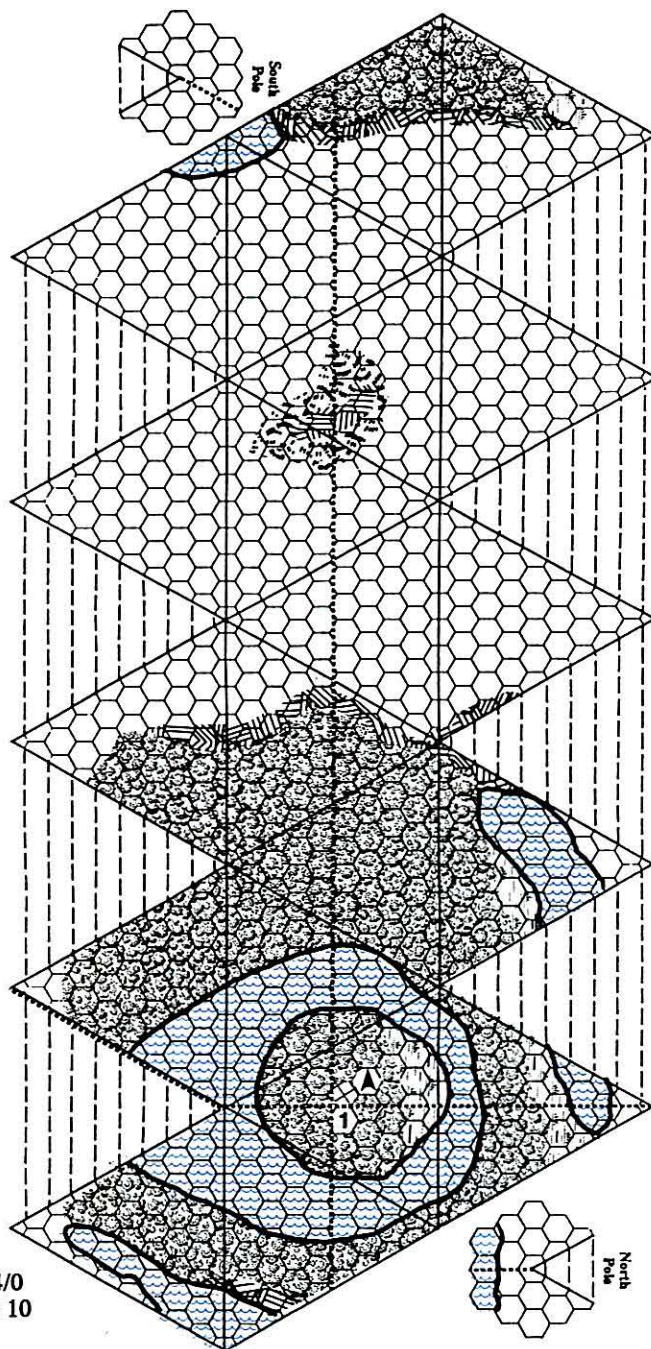
Other Notes

Map Key: 1. Arden

* Weapon CR 5. Native predators harmless — they dislike human smell and taste

System Information

Star Name: Banio
 Biozone: 0.1 to 0.2
 Type: M6 V
 Inner Limit: 0.0
 Location: Saga 5/-4/0
 Number of Planets: 10



Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Montgolfier	.2	Earthlike	11,710	2.4	.64	Nitrogen-Oxygen	Detailed above
2. Hindenberg	.5	Iceball	3,730	4.5	.38	None	No recorded landings
3. Paul	.8	Gas giant	35,700	.8	.65	Hydrogen	Has asteroid belt
4. —	1.4	(empty orbit)	—	—	—	—	—
5. —	2.6	(empty orbit)	—	—	—	—	—
6. Ringo	5.0	Gas giant	82,800	1.7	3.2	Hydrogen	Spectacular ring
7. George	9.8	Gas giant	49,400	1.6	1.8	Hydrogen	—
8. John	19.4	Gas giant	24,300	1.8	1.00	Hydrogen-Methane	Faint ring
9. Linda	38.6	Icy Rockball	6,010	6.7	.92	None	—
10. Julian	77.0	Icy Rockball	4,370	7.0	.70	None	—
11. Yoko	153.8	Icy Rockball	7,190	6.4	1.05	None	Elliptical orbit
12. Sean	307.4	Gas giant	55,000	1.2	1.51	Hydrogen-Helium	Partial ring (shattered moon)

Mori-no-kami (Tael IV)

Mori-no-kami is one of the more pleasant, earthlike worlds in the Saga Sector, and might have become the sector capital but for a series of improbable mishaps. The first Survey report was lost, and the scout vanished shortly afterwards. It was re-discovered and named decades later by an adventurous belter. The Wisshard Co-op sent a party to colonize it; the party was never heard from again, though their settlement was found completely intact.

All these incidents were "arranged" by the Yakuza, who intercepted the first Survey scout and had the colonizers eliminated. The mishaps were designed to lessen the Co-op's desire for the planet — and they worked! The Co-op sold its claim to the Shinju-Zaibatsu a year later. The Shinju-Zaibatsu established a base on Nakadai Island, declaring the rest of the planet a nature reserve. The Kojiki-Yakuza secretly uses other islands as hiding places and ninja training grounds; visitors are firmly discouraged.

Mori-no-kami's only legal export is a luxury item, Hayashiyama wood. The pearly-white wood is light-sensitive; shadows cast onto it can remain for several minutes (hence the popular name "Hiroshima Wood"). Hayashiyama trees grow to enormous size, but extremely slowly, and all attempts to cultivate them on other worlds have failed. About 1,000 tons of the wood are exported annually, selling for nearly \$4 million per ton.

Gokija

On one of Mori-no-kami's more secluded islands is the Gokija, the Kojiki-Yakuza's largest ninja training facility. Its existence and location is one of Shinju-Zaibatsu's best kept secrets; complex radar blockers and heavy camouflage protect it from prying eyes. Only a few of the highest government officials are aware of its existence, and only five people actually know where it is. Even the ninja who train there are not told where they are, and actively trying to find out is cause for a speedy, silent execution.

Anyone accidentally stumbling upon the secret base will be held until Yakuza operatives can determine whether others may know of the camp's location and what potential danger the unlucky adventurer poses to the ninja. Then the intruder is summarily killed and his body fed to the fish.

Wildlife

Hayashiyama trees are pollinated by shurikumos, eight-legged arthropods similar to Terran insects. "Shurikumo ant" nests can be found in many of the native trees. The females, workers and/or egg layers, are 1" to 2" long and wingless; the males, soldiers, are half that size and winged. The males will attack if the nest is threatened; they attack in the form of a 2-hex swarm, inflicting 1d-5 damage per turn to anyone not wearing sealed armor with a DR over 2 (see p. B143). Females attack singly (and only if the nest is breached and the smell of dead males is in the air), but their bite is far more dangerous — they inject their entire digestive systems into their victim, dying in the process. The bite causes intense pain, as a Type I neurolash (roll HT+2, +/-Will). Foresters always scan trees very carefully for Shurikumo nests.

"Glitterbees" are non-social shurikumos, as large as dragonflies, with no obvious differences between male and female (except under UV light); they will only attack if startled by a very bright light (such as a laser). They inject a strong chemical into their victims, causing 1d-4 damage . . . but the venom is also a highly addictive ST adder, sold on the black market as

"Pyramax" for \$150 per daily dose (-30 point Addiction disadvantage: conventional ST adders will not satisfy the addict, but they will give a +2 to his daily HT roll).

Mori-no-kami's largest animal is the Laevor, a slimy, reptilian dam builder like the Terran beaver. Laevor dams occasionally burst, causing flash floods.

The largest predator is the arboreal Shotora, which hunts in pairs. It resembles a jungle-camo wildcat with a prehensile tail. It attacks humans only if its eggs or young are threatened.



Shotora

ST: 5	Move/Dodge: 10/8	Size: 1
DX: 15	PD/DR: 3/0	Weight: 20-30 lbs.
IQ: 5	Damage: 1d-2 cut	Habitat: F
HT: 13/6	Reach: C	

Shotora are superbly camouflaged: -3 to be seen or hit while in the forest.

Adventures on Mori-no-kami

Caught Knapping. The PCs take a paleontologist from Wisshard to Mt. Kabuto — and discover him in the forest two days later, killed by an expertly-knapped, stone-tipped spear. The work of intelligent natives? A lost human colony? Or is it the Kojiki-Yakuza's idea of humor?

Hidden Strength. Just before leaving Mt. Kabuto for Musashi, a PC discovers that one of the air-tanks in the ship's locker is a fake. Inside are 100 vials of Pyramax, labelled as Superstim (in Ja'nese). Who owns them — and what will they do to keep them?

Bird Watchers. The adventurers are hired by a native xenobiologist to investigate sightings of an as-yet unrecorded alien bird. The group is equipped with a low-flying glider and high-tech camera equipment. They are directed to a large island to fly over and take high-resolution photos of. This could be an important xenological breakthrough.

It turns out, however, that the xenobiologist is actually a renegade Zaibatsu agent who wishes to weaken the Yakuza by exposing their secret base. The spies' glider is shot down over the ocean, and they are cast into rough, dangerous waters — only to be "rescued" by the ninja, who find their photographic equipment. Will the intruders stage a daring escape, perhaps stealing a ninja powerboat to race toward the starport (100 miles away)? Or will their benefactor send a rescue team in to save them minutes before their execution?

PLANETARY RECORD: Mori-no-kami (Tael IV)

Planet type: Earthlike
 Diameter: 9,090 miles
 Gravity: 1.02 G
 Density: 4.9
 Composition: Medium-Iron
 Axial Tilt: 27°
 Seasonal Variation: Earthlike
 Length of Day: 604.8 hours
 Length of Year: 50 days/3.46 Earth years

Atmosphere

Pressure: 1.04 (standard)
 Type and Composition: Nitrogen 74%, Oxygen 23%, others 1%
 Climate: Chilly
 Temperatures at 30° latitude: Low 13°, Average 40°, High 67°
 Surface Water: 79%
 Humidity: 66%
 Primary Terrain: Forested hills

Mineral Resources

Gems/Crystals: Absent
 Radioactives: Absent
 Industrial Metals: Plentiful
 Organics: Scarce
 Rare Minerals: Absent
 Heavy Metals: Absent
 Light Metals: Ample

Moons

1 large (Dai-kyu), 1 medium (Han-kyu)

Biosphere

Dominant life form: Native monotremes
 Other significant life forms: Hayashiyama trees, Shurikumo "ants"

Civilization

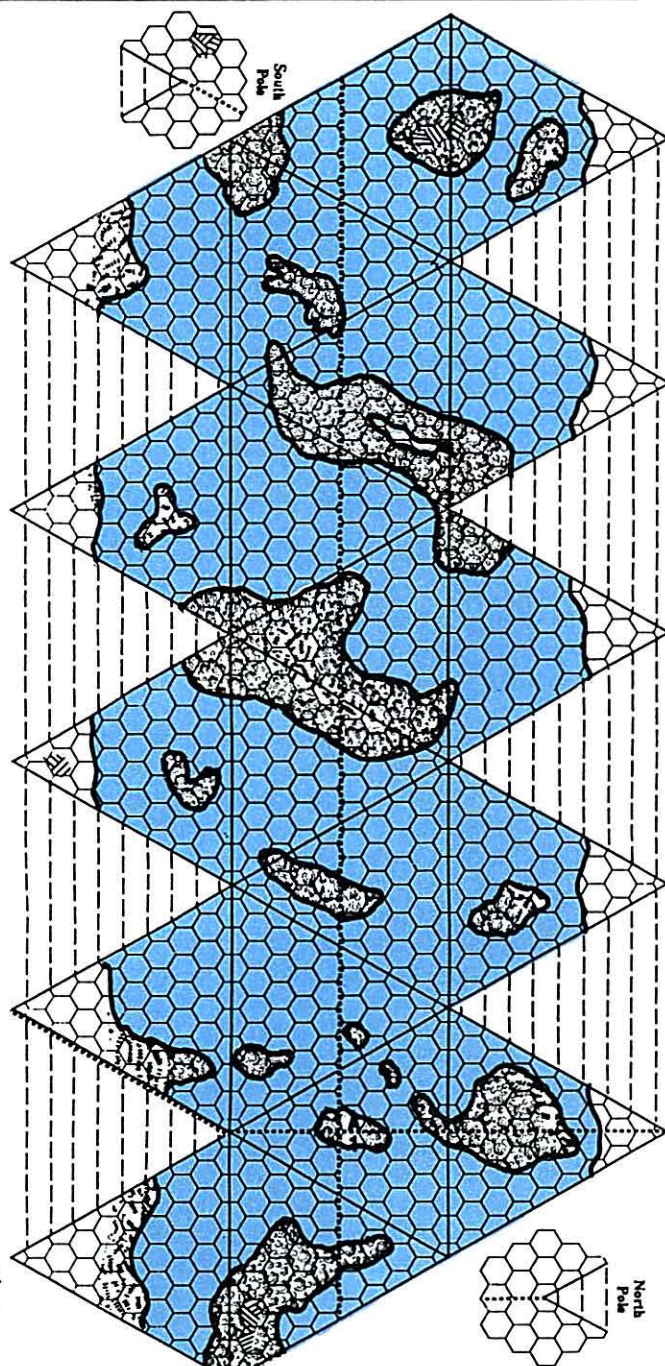
Population(s): 5,600 (PR 3)
 Tech Level(s): 10
 Control Rating: 4
 Society: Corporate Colony, administered by Musashi
 Starports: Class II at Mt. Kabuto
 Installations: Colonial Office
 Economic/Production: Exports Hayashiyama wood

Other Notes

Map Key: 1. Mt. Kabuto

System Information:

Star Name: Tael
 Biozone: 3.1 to 4.7
 Type: A5 V
 Inner Limit: 0.0
 Location: Saga 5/0/-4
 Number of Planets: 7



Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Nushi	.5	Greenhouse	7,300	6.7	1.12	Dense CO ₂ -Methane	No recorded landings
2. Kami-nari	.85	Gas giant	230,000	2.3	12.11	Hydrogen-Helium	Has asteroid belt
3. —	1.2	(empty orbit)	—	—	—	—	—
4. Uba	1.9	Rockball	5,920	3.5	.47	Trace nitrides	No recorded landings
5. Mori-no-kami	3.3	Earthlike	9,090	4.9	1.02	Nitrogen-Oxygen	Detailed above
6. —	6.1	(empty orbit)	—	—	—	—	—
7. Emma-hoo	11.7	Gas giant	28,800	1.7	1.12	Hydrogen	Faint ring
8. —	22.9	(empty orbit)	—	—	—	—	—
9. —	45.3	Asteroid belt	—	—	—	—	—
10. Fudo-myoo	90.1	Gas giant	89,000	.9	1.83	Hydrogen	Faint ring
11. Chobei	179.7	Gas giant	29,600	2.1	1.42	Hydrogen	—

Musashi (Shinju III)

Musashi is a triumph of atmospheric terraforming, a world deliberately created to become sector capital. With both Paragon and Covenant on the verge of revolution, Musashi is gaining political and economic power — and not a moment too soon for its founder, Saigo Akira, chairman of Shinju-Zaibatsu. Musashi was financed by semi-retired Organization figures looking for a legitimate investment, and Shinju-Zaibatsu is still paying off its debt . . . so where Saigo goes, the Kojiki-Yakuza follows, protecting its interests. Saigo is now paranoid, and has clones and braintapes on a dozen worlds.

Though their ancestors were serious, hard-working (often workaholic), conservative neo-Buddhists, many younger Musashians are extravagant and faddish — and the latest fashion is a high-tech version of bushido, the samurai code, with its fervent patriotism (i.e. loyalty to Shinju-Zaibatsu). Lessons in karate, judo, and iaijitsu (fast-draw katana) are popular, and girls have taken to concealing tetsubishi and shuriken in their elaborate hairstyles. This is fostered and exploited by the yakuza, who control Musashi's media: their latest attempt at a culture hero is the super-ninja, and many teenagers have formed ninja fan-clubs, learning escape, holdout and stealth skills. Many of these fans are recruited into the Kojiki-Yakuza.

Musashi's blue-white sunlight can be painfully bright, and most Musashians wear anti-glare goggles whenever they venture outside. Another common adornment is the "Musashi chopstick," a tanto (large knife) with a holdout laser in the hilt. Even honest Musashians seem shady, and Nu-Edo cops look like robotic ninja in their mirrored LBA helmets, reflex suits, and power-holstered Paralysis guns. The cops, known locally as Oscars, will only consider bribes if phrased in flawless Ja'nese (though, like most Musashians, they have Amerish-9).

Musashi is low on metals, but rich in crystals and organics — perfect for the manufacture of lasers and optical equipment. A "Musashi laser" or "Musashi eye" is synonymous with fine quality (and, in other sectors, high price). Musashi is the only Saga world where you can buy almost anything; prices are typically 10% higher than normal, though holo equipment, optical mainframes and program disks, fine and very fine Laser weapons, laser targeting scopes, HUDs, televiewers, visual sensors and bionic eyes are all manufactured locally and available at 10-25% below list. There are always vacancies on Musashi for computer programmers and lab technicians, with wages 10-60% higher than usual. Musashi is also a popular recruiting center for assassins and corporate spies — again, with wages at 10-60% above average.

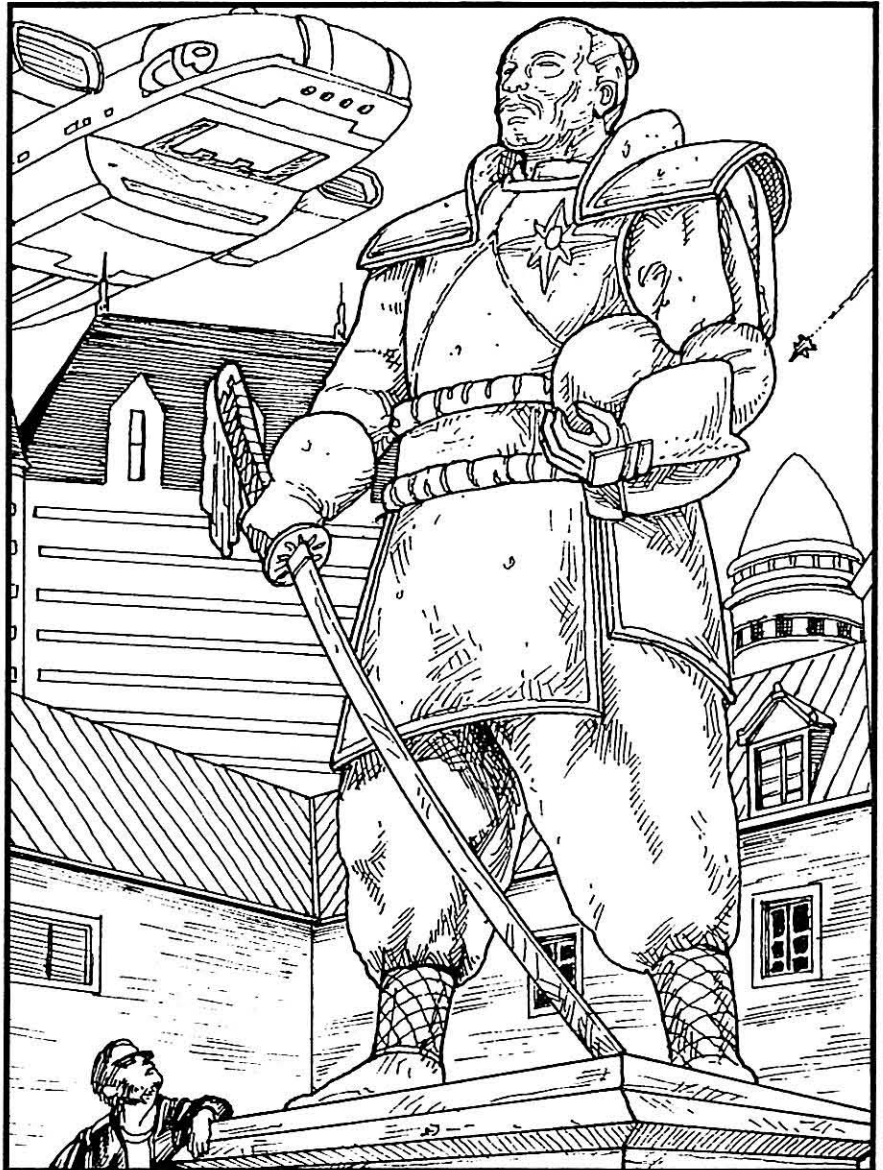
Common advantages on Musashi are Bionics, Mathematical Ability, Strong Will, and Wealth. Common disadvantages are Code of Honor, Duties, Enemies, Greed, Miserliness, Sense of Duty, Stubbornness and Vows. Many Kojiki-Yakuza hitmen are addicted to ST and DX adders. Some may also be addicted to Zaphra venom.

Adventure on Musashi

Hot for Your Body. The tallest, most attractive PC is approached by Kishin, a beautiful Musashian girl. After she invites him home, a large man butts in, insulting her and threatening the interloper. The man, Kenichi, knows that Kishin is a Yakuza-trained assassin; he *doesn't* know that she's planning to steal a cell sample from the PC, to create a clone for Saigo. Kishin doesn't know that Kenichi's an undercover cop.

Kenichi has ST 13, DX 12, IQ 12 and HT 11; Danger Sense, Legal Enforcement Powers; Duty to Musashi government. His skills include Acting-15, Amerish-8, Beam Weapon-15, Karate-12, Fast-Talk-12, First Aid-12, Sex Appeal-12. He wears a light monocrys vest and carries a holdout laser.

Kishin has ST 10, DX 13, IQ 13 and HT 12; Ambidexterity, Beautiful appearance, Combat Reflexes, High Pain Threshold; Bloodlust, Addiction to Pyramax. His pertinent skills are Acting-16, Amerish-12, Judo-14, Karate-14, Knife-16, Sex Appeal-16. He carries a small, vibroblade knife.



PLANETARY RECORD: Musashi (Shinju III)

Planet type: Earthlike
 Diameter: 5,390 miles
 Gravity: .81 G
 Density: 6.6
 Composition: High-Iron
 Axial Tilt: 30°
 Seasonal Variation: Earthlike
 Length of Day: 20.3 hours
 Length of Year: 1,563 days/3.62 Earth years

Atmosphere

Pressure: 1.15 (standard)
 Type and Composition: Nitrogen 78%, Oxygen 16%, CO₂ 3%, Argon 2%
 Climate: Warm
 Temperatures at 30° latitude: Low 74°, Average 91, High 108°
 Surface Water: 21%
 Humidity: 42%
 Primary Terrain: Mountainous

Mineral Resources

Gems/Crystals: Ample
 Radioactives: Absent
 Industrial Metals: Scarce
 Organics: Plentiful
 Rare Minerals: Ample
 Heavy Metals: Absent
 Light Metals: Scarce

Moons

None

Biosphere

Dominant life form: Imported algae and mosses
 Other significant life forms: Imported trees and animals

Civilization

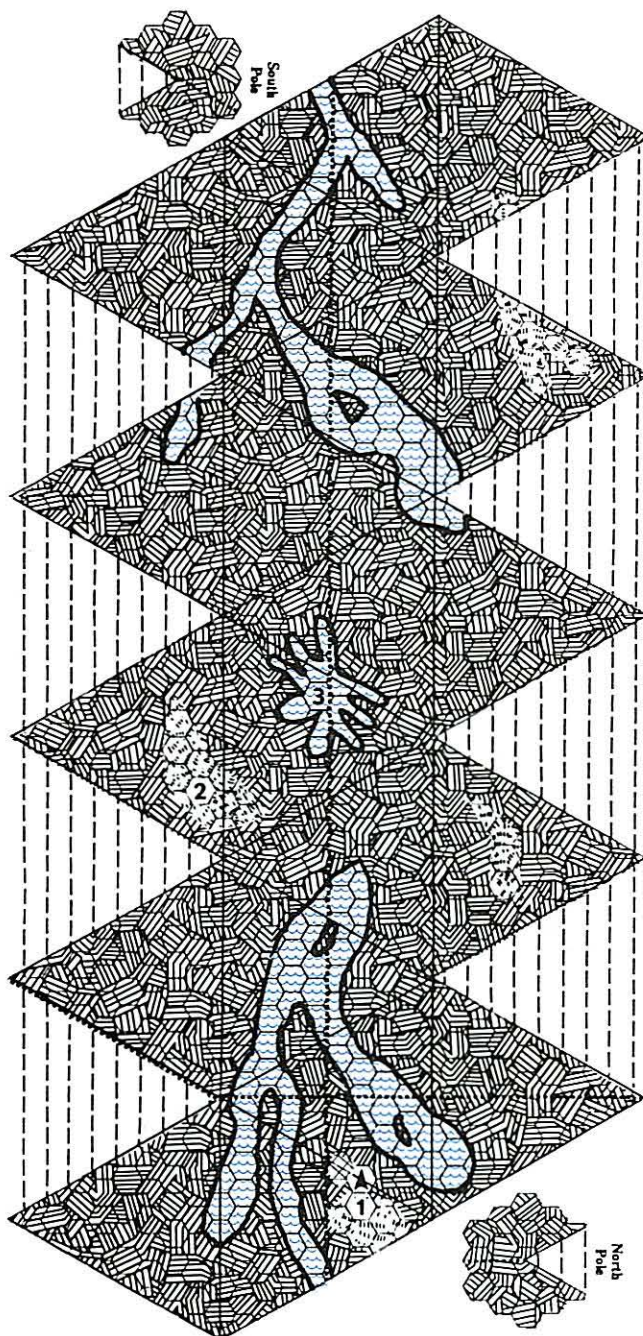
Population(s): 2.5 million (PR 6)
 Tech Level(s): 10
 Control Rating: 4*
 Society: Technocracy with strong cybercratic element
 Starports: Class III in orbit, Class IV under construction at Nu-Edo
 Installations: Corporate HQ of Shinju-Zaibatsu, base of Kojiki-Yakuza, Survey Base (PR 1), Embassies — Alardin, Paragon, Rowen, Tlalocan
 Economic/Production: Exports optical and laser equipment, imports food and metals

Other Notes

Map Key: 1. Nu-Edo. 2. Kurosawa-yama. 3. Lake Tako.

System Information

Star Name: Shinju
 Biozone: 3.1 to 4.7
 Type: A9 V
 Inner Limit: 0.0
 Location: Saga 1/-1/2
 Number of Planets: 7



	Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1.	Shikome	.6	Hot Rockball	11,830	4.5	1.22	Thin CO ₂ -H ₂ O	No recorded landings
2.	—	.95	(empty orbit)	—	—	—	—	—
3.	Sengen-sama	1.3	Gas giant	263,000	1.7	10.24	Hydrogen-Helium	Oort belt
4.	—	2.0	(empty orbit)	—	—	—	—	—
5.	Musashi	3.4	Earthlike	5,390	6.6	.81	Nitrogen-Oxygen	Detailed above
6.	Umi-no-kami	6.2	Gas giant	42,800	1.7	1.67	Hydrogen-Methane	—
7.	Ryu-no-kami	11.8	Gas giant	54,300	.9	1.12	Hydrogen	Blue-white spot
8.	Akira	23.0	Gas giant	29,200	1.9	1.27	Hydrogen	Faint ring
9.	Kami-nari	45.4	Gas giant	80,000	1.5	2.75	Hydrogen-Helium	Faint ring

New Lausanne (Koh-I-Noor IV)

Little is known about New Lausanne — and nearly everything that *is* known, is a lie. Early explorers discovered no resources to justify the expense of settling it, and only the Shinju-Zaibatsu was farsighted enough to claim it; a world with near-Earthlike gravity and benign weather had to be useful eventually (besides, they had megatons of left-over terraforming algae). Because the planet's perpetual cloud cover made solar panels unworkable, the team brought a small fission reactor to power the monitoring equipment. It stopped producing power as soon as the ship carrying it passed inside New Lausanne's Roche limit.

Eventually, Shinju-Zaibatsu's best physicists discovered that something on New Lausanne nullified all radioactive decay. That something, dubbed the Norad Effect, was probably a Precursor artifact, possibly designed to disarm enemies, or to help clean up after a reactor leak or nuclear war . . . but there were no apparent signs of Precursor landings on any planet in the system. The effect produces no energy signature, and does not affect fusion, chemical reactions, or antimatter annihilation. Radioactive decay re-commences once samples are taken outside the field of influence — which covers the entire planet to a height of 13,680 miles. The atmosphere and rocks contain no unknown elements or pollutants. Shinju-Zaibatsu paid the baffled physicists to keep the Norad Effect secret, and left the algae to do its work.

New Lausanne is still uninhabited, the Zaibatsu tries to keep the Norad Effect a secret, and company physicists are still trying

to duplicate it. It may prove to be the ultimate military secret — but only if the enemy still uses fission reactors or nuclear weapons. The Shinju-Zaibatsu is watching Fabergé's antimatter containment experiments very closely.

The Zaibatsu wasn't completely successful in keeping the effect under wraps. Although the specifics didn't leak out, enough information was passed on to pique the interest of several multistellars. Thus, a few industrial spies have infiltrated the Zaibatsu's physics labs — if the Norad Effect could be duplicated it would greatly affect the usefulness and market value of radioactives. The Zaibatsu is aware that some of its employees are spies, but since it carefully monitors all incoming and outgoing ships and blocks any communication to and from the planet, it feels that it can afford to wait — at least until the Norad Effect is understood. A live, working researcher is better than a dead spy. Some of the spies may be working to steal the information as soon as it is discovered; others will stop at nothing to sabotage the work and keep the Norad Effect a mystery forever.

Adventure on New Lausanne

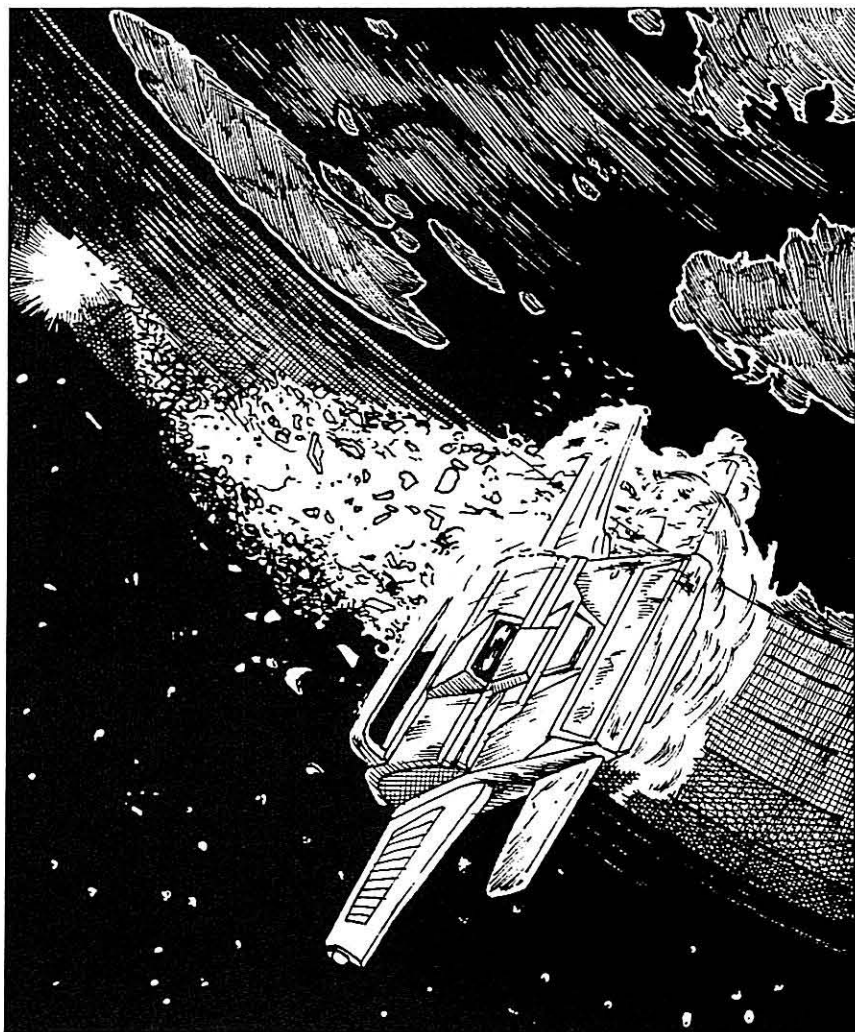
Nuclear Freeze. Harris Rhodes, a businessman on Covenant, hires the PCs to take one of his ships to New Lausanne and collect some mineral samples. The ship, a slightly obsolete Minex VI, is powered by a fission reactor. It is also insured for several times its real worth (Rhodes may also have been bribed

by the hirelings' enemies). If the crew takes the job, they find the ship poorly equipped — the ATV missing from its bay, drugs missing from the sick bay, and the armory stripped. When they near New Lausanne, the drive, sensors, controls, life-support and computer fail simultaneously, leaving them with 90 minutes before the ship hits the atmosphere. If they're lucky, it hits at too shallow an angle, and bounces off, taking 2/1/0 Ship Damage. If not, they will crash on the planet's surface unless they find a way to change the angle of approach — such as reconfiguring the nearly-empty capacitor, or deliberately holing the ship to use a cabin-full of air as reaction mass. Engineering, physics and mathematics skills will be extremely useful.

The Minex is equipped with winged streamlining, standard compartmentalization, accommodation for two crew and four steerage passengers, a 100-cy cargo bay, full lifesystem for six people, artificial gravity, one standard and one small airlock, primitive sensors, a mainframe computer, and retractable landing gear. There is no armor, weaponry or stealth suite; other details will depend on the campaign.

The Competitive Edge. Someone has leaked information concerning the Norad Effect to the media. Rumors abound, and scientists and engineers from across the sector are eager to get any information about it. Some have turned to espionage.

The PCs are hired as a covert team to secretly land on New Lausanne. Their job is to position measuring devices, remain until the devices are functioning and get out without being observed. But what happens when the Shinju-Zaibatsu scientists notice the intruders' ship, or one of the devices malfunctions and the adventurers are instructed to steal a replacement from the Zaibatsu base?



PLANETARY RECORD: New Lausanne (Koh-I-Noor IV)

Planet type: Terrestrial
 Diameter: 6,840 miles
 Gravity: .98 G
 Density: 6.3
 Composition: High-Iron
 Axial Tilt: 12°
 Seasonal Variation: Minor
 Length of Day: 29.7 hours
 Length of Year: 536.7 Earth years

Atmosphere

Pressure: 1.0 (standard)
 Type and Composition: CO₂ 67%, Methane 29%, Oxygen 3%
 Climate: Cool
 Temperatures at 30° latitude: Low 38°, Average 56°, High 74°
 Surface Water: 49%
 Humidity: 64%
 Primary Terrain: Steppe

Mineral Resources

Gems/Crystals: Scarce
 Radioactives: Absent
 Industrial Metals: Scarce
 Organics: Scarce
 Rare Minerals: Absent
 Heavy Metals: Absent
 Light Metals: Plentiful

Moons

None

Biosphere

Dominant life form: Imported terraforming algae
 Other significant life forms: None

Civilization

Population(s): 0 (60 at Shinju-Zaibatsu base)
 Tech Level(s): None (10)
 Control Rating: 0 (4)
 Society: None (Bureaucratic base operations)
 Starports: None (Class II at Shinju-Zaibatsu base)
 Installations: None (Research base)
 Economic/Production: None

Other Notes

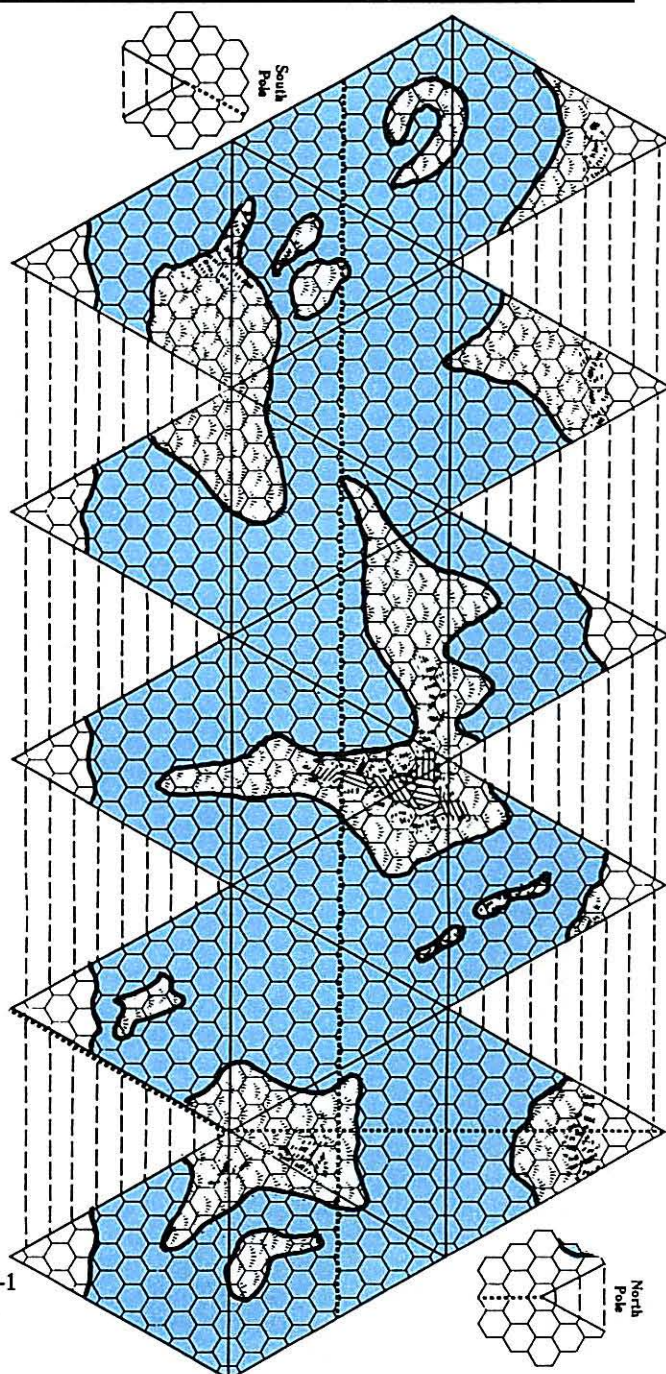
Oceans rich in ammonia. Should have breathable atmosphere in 27 years.

System Information

Star Name: Koh-I-Noor
 Biozone: 200 to 300

Type: B6 III
 Inner Limit: 4.0

Location: Saga 16/-8/-1
 Number of Planets: 4



Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Dennis	6.8	Hot Rockball	7,370	2.2	.37	None	—
2. Ursula	13.2	Hot Rockball	9,260	4.2	.89	Very thin reducing	—
3. —	26.0	(empty orbit)	—	—	—	—	—
4. Chretien	51.6	Greenhouse	9,640	4.0	.88	Dense Methane-Sulfur	—
5. —	102.8	Asteroid belt	—	—	—	—	—
6. New Lausanne	205.2	Terrestrial	6,850	6.3	.98	Reducing	Detailed above

New Siberia (Naberius I)

Naberius I is officially uninhabited — just ask the Paragonian government. The survey records for the Naberius system were altered shortly after its discovery, and show the first planet to be airless and extremely radioactive — any landing is unadvised. This alteration was made to help conceal the government's most secret secret — the New Siberia prison colony. The area around the planet is patrolled by the Paragonian Navy, and approaching ships not on official business are diverted.

The prisoners on New Siberia have divided up into small bands, scattered along the beaches and rivers to make better use of the scant resources. Some of the local plants are edible, but hardly nourishing; most food comes from primitive aquatic mollusks. The sea-water is low on salt, and drinkable. No useful mineral deposits have been discovered, and local manufacture is still at TL1 — clay pots, small stone tools, etc. The local softwoods are suitable for making huts and some tools, but are malleable and cannot be fire hardened (all wooden weapons receive a -1 to damage).

Prisoners are dropped at the landing strip. Each is equipped with a cheap survival knife (unbalanced, unsuitable for throwing), an envirobag, a pair of boots and a tough coverall. The area around the strip is controlled by the Wilson pack, a group of political exiles. New arrivals, if rejected, are advised to walk west (if non-political) or south (if innocent); north belongs to the Ruiz packs. The Wilsons are training for terrorist attacks on Paragon and have been given weapons by an underground group in the Office of Public Protection (OPP): the 50 Wilsons share ten light monocrys vests, 20 electrolaser rifles (with 200 C cells), a long-range communicator and large vapor canteen (both powered by a Size E solar panel), and a medical pouch. The leader, Gareth Wilson, has three levels of telepathic power (see p. B167); the pack also boasts two medics, a licensed pilot and an ex-army major with Tactics-15.

The seven nomadic "Ruiz packs" each comprise 20 to 30 cannibals, armed with survival knives and throwing sticks. Pack leaders wear monocrys vests stolen from the bodies of Wilsons. Most cannibals are non-political, violent criminals; a few (including Ruiz himself, who ended up on the spit two years ago) are insane ex-OPP assassins and torturers.

Numerous "robber packs" live west of the strip — bands of 10 to 20 non-political criminals who haven't descended to cannibalism. They are mostly peaceful — or at least too cautious to attack the Ruiz, Wilson or Owl packs. They will steal anything left unguarded, and frequently rob each other. Many robbers dream of informing the Paragonian cops about the Wilson pack's weapons and plans, in exchange for a comfortable life at home. Most end up with the Ruiz packs -- one way or the other.

The "Owl Pack" is led by Jon Oleszczyk, formerly Professor of Xeno-Archaeology. Owl, an epileptic, has Stone Knapping-

12, Bow and Palette-10, and Teacher-15; when attacked, the Owl Pack fight back with spear-throwers and stone-tipped spears. Owl is actually enjoying his time on New Siberia, and wants to see the planet become a nature reserve. The Owl Pack has spread around Lake Longbow in clan groups of 20 to 30, and actually, a few light-worlder children have been born and survived (though most prisoners accept reversible sterilization before being sent to New Siberia).

The area around the landing strip is not very crowded now, but at the rate the Paragonian government brings in prisoners, it will be soon, especially since some of the prisoners are beginning to reproduce. Conflict between packs has been kept down to raids for food from the Owl pack and weapon pilfering from the Wilsons. But if the area becomes more crowded, and resources begin to dwindle, an all-out gang war could develop. Normally, this would be acceptable, even desired, on a prison planet, but OPP doesn't want any bad press getting back to Paragon about prisoners with laser rifles and communicators. Mercenaries and bold adventurers could be called in should this occur.

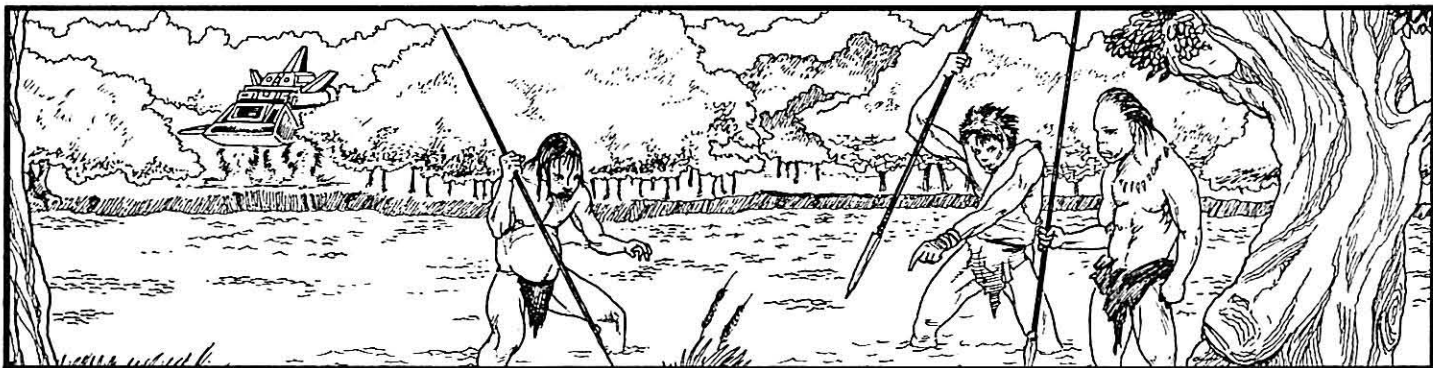
Up to 12 years of poor diet, low gravity, low tech and constant sunshine have taken their toll on many prisoners; ST and HT are low, and common disadvantages include Paranoia, Claustrophobia, Technophobia, and Skinny. Many prisoners would find it difficult to re-adjust to the high-tech/high-gravity life on Paragon — many Owl packers would choose to stay on New Siberia, and the cannibals would be unwelcome anywhere.

Adventures on New Siberia

Soft Targets (see *Spacewreck!*, p. 74). The PCs' capsule homes in on the landing strip on New Siberia — and is spotted by Paragonian supermarines, training on the dark side. The marines come to the party's rescue as the group is about to be eaten by cannibals; the castaways are lucky to be alive. But now that they know of the marines' existence, they will have to remain on New Siberia, or be killed . . .

Manhunters. The PCs are offered \$25,000 to rescue a prisoner — Gabriel Li — from New Siberia. If they accept the job, they will be given a map (stolen from the OPP computers), and their sponsor doesn't care how many other prisoners they bring back. Unfortunately, Li isn't with the Wilson pack, and Wilson will be reluctant to let the intruders go if they see the pack's weapons.

It turns out that Li is the leader of one of the robber packs. Recently, his pack has been gaining power and influence over the other robber packs in the area. Li dreams of uniting the robber packs and defeating Wilson for his weapons. Then they would have the power to overcome the cannibals and take the entire planet. Needless to say, Li has no desire to be "rescued."



PLANETARY RECORD: New Siberia (Naberius I)

Note: The second entries (in parentheses and italics) reflect the true data.

Planet type: Rockball (*Terrestrial*) One hex = 350 miles
 Diameter: 5,000 miles
 Gravity: .47 G Density: 4.1
 Composition: Low-Iron
 Axial Tilt: 0° Seasonal Variation: Nil
 Length of Day: Tide-locked
 Length of Year: 59.5 Earth days

Atmosphere

Pressure 0 (none) (.72 (*thin*))
 Type and Composition: None (*Nitrogen 76%, Oxygen 21%, CO₂ 2%, others 1%*)
 Climate: Frozen (*Earth-normal*)
 Temperatures at 30° latitude: Low -250° (61°), Average -230° (81°), High -210° (101°)
 Surface Water: 0% (33%)
 Humidity: 0% (63%)
 Primary Terrain: Frozen plains (*Forest*)

Mineral Resources

Gems/Crystals: Absent Rare Minerals: Absent
 Radioactives: Plentiful (*Absent*) Heavy Metals: Ample
 Industrial Metals: Scarce Light Metals: Plentiful
 Organics: Absent (*Plentiful*)

Moons

1 Moonlet (Heidi), visible only on dark side

Biosphere

Dominant life form: None (*Conifers and tree ferns*)
 Other significant life forms: None (*Marine invertebrates*)

Civilization

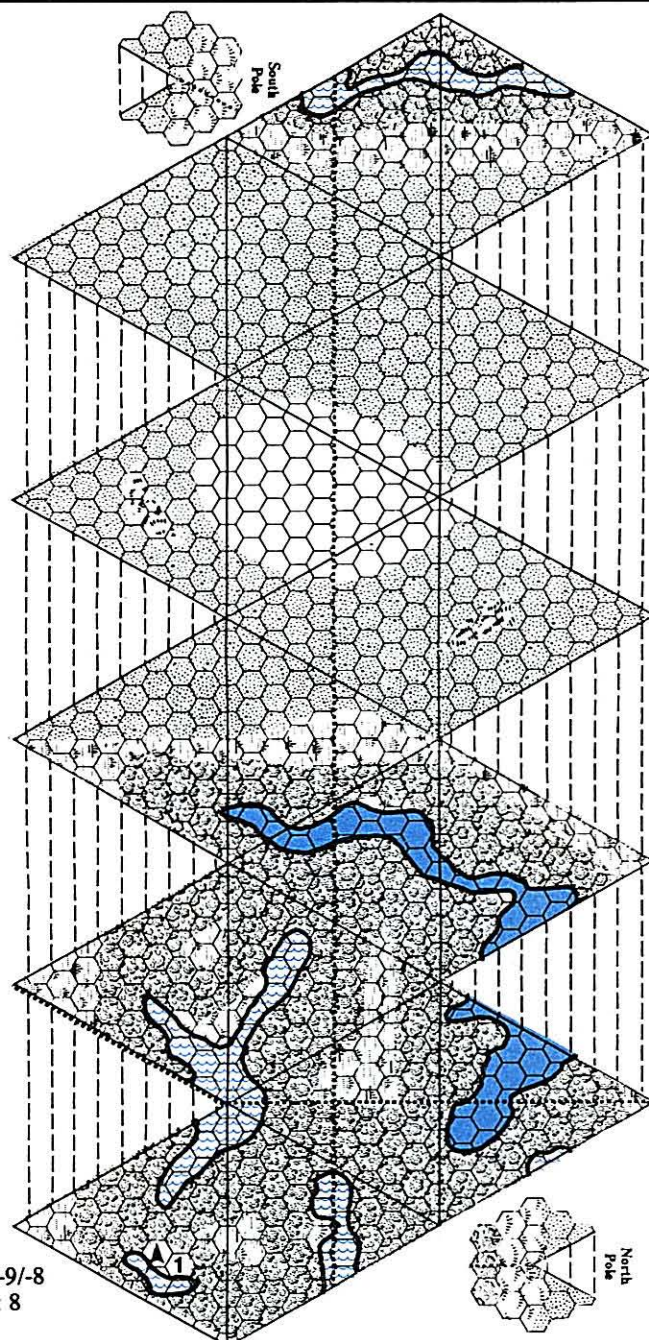
Population(s): 0 (915 (*PR 2*))
 Tech Level(s): 0 (1/10) Control Rating: 0
 Society: None (*Anarchy (unsupervised prison planet)*)
 Starports: None (*Class I*)
 Installations: None (*Prison planet*)
 Economic/Production: None

Other Notes

WARNING — High Radioactivity! Do not land!
 (*Prison planet with prisoners divided into "packs."*)

System Information:

Star Name: Naberius Type: M5 V Location: Saga 18/-9/-8
 Biozone: 0.1 to 0.2 Inner Limit: 0.0 Number of Planets: 8



Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. New Siberia	.2	Terrestrial	5,000	4.1	.47	Nitrogen-Oxygen	Detailed above
2. Shelekhov	.5	Gas giant	50,400	.8	.92	Hydrogen-Methane	Giant moon
3. —	.8	(empty orbit)	—	—	—	—	—
4. —	1.4	(empty orbit)	—	—	—	—	—
5. —	2.6	(empty orbit)	—	—	—	—	—
6. Anadyr	5	Gas giant	29,400	1.2	.81	Hydrogen-Methane	Spectacular ring
7. —	9.8	Asteroid belt	—	—	—	—	—
8. Cherskiy	19.4	Gas giant	56,800	1.1	1.43	Hydrogen	—
9. Verkhoyansk	38.6	Gas giant	32,300	.5	.37	Hydrogen-Methane	Faint ring
10. —	77	(empty orbit)	—	—	—	—	—
11. Lyakhov	153.8	Gas giant	53,100	1.5	1.82	Hydrogen-Helium	—
12. —	307.4	Asteroid belt	—	—	—	—	—
13. Wrangel	614.6	Iceball	2,790	4.6	.29	None	No recorded landings
14. —	1,229.0	(empty orbit)	—	—	—	—	—
15. Sredinyy	2,457.4	Gas giant	11,370	.9	.23	Hydrogen-Methane	—

Nygel (Tau Sangrealis I)

Nimuë — Prohibited

The precise location of Nimuë is the Survey Service's best-kept secret. In most databases it is listed as Nygel, but intensive searching in sensitive systems will reveal the planet to be the world known — in rumors and tales — as Nimuë. The first scout to see it noted its cold climate, corrosive atmosphere and ocean, and near-total lack of usable land. She dismissed the entire system as worthless. A planetologist on Wisshard read her report, wondered what could be producing the free fluorine in the atmosphere, and Survey sent a second scout to look for life. He saw large, serpentine creatures swimming near the surface, and dropped a probe equipped with hydrophones. That disc of Lorelei songs was later destroyed, but not until one xenobiologist murdered his wife, and another drowned herself. Deprived of the music, two members of the investigating team committed suicide, one deliberately deafened himself, one stole a starship and disappeared, and four slowly withdrew from reality. The Survey Service recalled all copies of the disk and any information about Nimuë and the Lorelei with almost complete success. Stopping the rumors was more difficult. Anyone making a roll against Xenobiology, Xenology, or Psychology skill will know that somewhere there is a world known as Nimuë, whose creatures' song can cause insanity; journalists, musicians and smugglers will know of the demand for the recordings.

On Nimuë, the Lorelei continue to sing to each other, unaware of the existence of humans. Lorelei are warm-blooded, limbless and eyeless, eating seaweed and small animals, and depending on their sonar sense for navigation. Lorelei have three sexes — right-male, left-male and female — and only the females "sing," hoping to attract mates. Lorelei are semi-intelligent, extremely long-lived, and have no sense of time. Most females know of the well-preserved Precursor ship buried beneath Nimuë's southern icecap, and sing of the crash as though it happened yesterday/tomorrow/whenever.

Lorelei (female)

ST: 25-30	Move/Dodge: 4/1	Size: 12-20
DX: 9	PD/DR: 1/3	Weight: 2,000-3,000
IQ: 6	Damage: 1+2 Crush	Origin: SF
HT: 13/40+	Reach: C	Habitat: SW

Lorelei (right-male or left-male)

ST: 20-25	Move/Dodge: 5/1	Size: 4-6
DX: 12	PD/DR: 0/1	Weight: 500-1,000
IQ: 5	Damage: 1-1 Crush	Origin: SF
HT: 11/25+	Reach: C	Habitat: SW

Adventure on Nimuë

Hear No Evil . . . Chris Naran, the eccentric son of a billionaire Covenant priest, hires the PCs to carry him and a one-man armored (i.e. corrosion-proof) submarine-shuttle to Nygel, saying that he wants to spend a year studying fluorine-metabolizing marine life. A few days after dropping Naran, someone finds a disk under Naran's bed — a back-up copy of his notes. They reveal that Tau Sangrealis I is Nimuë, and that Naran plans to record and broadcast Lorelei songs to the entire sector via FTL radio. It will take Naran two weeks to record the songs and get set up for broadcast.

Locating Naran will be difficult; he has a lot of icecap to hide under. Communicating with him is risky — he can transmit Lorelei songs. Descending into the atmosphere is hazardous if the ship isn't adequately armored . . . but something has to be done. Once Naran begins broadcasting, there is no way of stopping the songs from being heard . . .

Anyone hearing Lorelei song must make a Will roll to stop listening. Subsequent Will rolls are made at -1 per minute of song (songs can last for seven hours). A critical failure means that the listener is instantly addicted. Treat Lorelei song as a totally addictive hallucinogen (1d+1 hours daily "dose", no cost if you own a recording, IQ roll to avoid side effects such as technophobia, psychosomatic blindness, major delusions, and musical ability). Withdrawal takes 60 hours (Will rolls at -2 every three hours, with an additional -1 for every point of musical ability).

See also *Adventures on Rowen*, p. 116.



PLANETARY RECORD: Nygel (Tau Sangrealis I) — Prohibited

Planet type: Hostile Terrestrial
Diameter: 7,330 miles
Gravity: 1.04 G
Density: 6.2
Composition: High-Iron
Axial Tilt: 3°
Seasonal Variation: Minor
Length of Day: 72.8 days
Length of Year: 1.15 days/84 Earth days

Atmosphere

Pressure: 1.34 (dense)
Type and Composition: Corrosive — Nitrogen 48%, Fluorine 11%, HF 31%, CO₂ 8%
Climate: Very Cold
Temperatures at 30° latitude: Low -24°, Average -3°, High 18°
Surface Water: 97%
Humidity: 19%
Primary Terrain: Ocean and icecap

Mineral Resources

Gems/Crystals: Absent
Radioactives: Scarce
Industrial Metals: Plentiful
Organics: Absent
Rare Minerals: Absent
Heavy Metals: Absent
Light Metals: Ext. Plentiful

Moons

One medium moon (Nixie)

Biosphere

Dominant life form: None (Loreleis, possibly intelligent)
Other significant life forms: None (Fluorine-breathing marine life)

Civilization

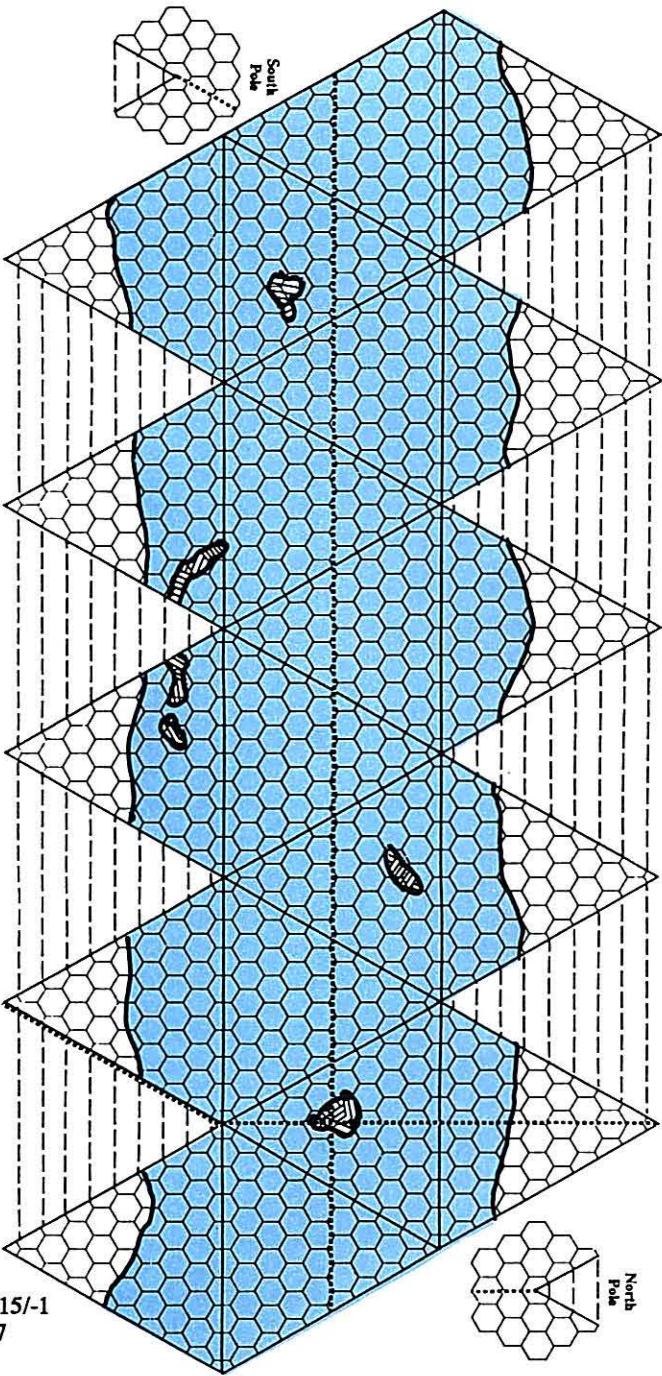
Population(s): None (Lorelei population unknown)
Tech Level(s): 0
Control Rating: 0
Society: None
Starports: None
Installations: None
Economic/Production: None

Other Notes

PROHIBITED — Dangerous atmosphere and severe storms!
(PROHIBITED due to Lorelei situation).

System Information

Star Name: Tau Sangrealis Type: K1 VI Location: Saga -10/-15/-1
Biozone: 0.2 to 0.3 Inner Limit: 0.0 Number of Planets: 7



Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Nygel (<i>Nimuë</i>)	.3	Hostile Terr	7,330	6.2	1.04	Corrosive	Detailed above
2. —	.7	(empty orbit)	—	—	—	—	—
3. —	1.1	(empty orbit)	—	—	—	—	—
4. —	1.9	(empty orbit)	—	—	—	—	—
5. Nymphet	3.5	Iceball	8,180	2.3	.43	None	No recorded landings
6. —	6.7	Asteroid belt	—	—	—	—	—
7. Nemo	13.1	Gas giant	47,200	1.8	1.94	Hydrogen	—
8. Narcissus	25.9	Gas giant	50,600	.9	1.04	Hydrogen-Methane	1 moon in inclined orbit
9. Sushi	51.5	Rockball	7,680	6.9	1.21	None	No recorded landings
10. Oceanus	102.7	Gas giant	71,800	1.9	3.12	Hydrogen-Helium	Spectacular ring

Paragon (Phyrgion III)

Paragon's first explorers claimed that even Earth wasn't as "Earthlike" as Paragon, and for decades, the world lived up to its name. Though low on valuable minerals, it was a mecca for farmer-colonists, and it became a home for the region's wealthy. Then, 17 years ago, when Covenant was still an ASG colony and Musashians lived in pressure bases, a plague broke out. The Slotskitis virus thrived on nerve tissue, was highly infectious, and killed slowly but surely; worse still, it disabled the victims first, striking at their senses and muscle control. The origin of the virus was unknown, and when a rumor spread that it had escaped from a government biowar laboratory, dissatisfaction with the government's handling of the emergency became full-blown revolution.

The government cracked down immediately, using marines to break up the riots. Tough new laws were passed — but there were too few cops to enforce them effectively, and even they were becoming rebellious. Government biologists cloned healthy physical specimens, then took braintapes from loyal cops and marines and edited them to remove individuality. It took two years of lab tests, during which time the government's control slipped even further — but when they finished, Paragon had supercops and supersoldiers. A year later, the population had dwindled to half a billion — including 20 million supercops — and the government was back in charge; after the same government biologists discovered a cure for Slotskitis, and the other worlds in the sector relaxed their embargo, the rebellion lost most of its supporters.

Unfortunately for Paragon, the government refused to repeal its "State of Emergency" laws. The cure was expensive, and a political loyalty check was performed on anyone buying it. Quarantine restrictions became a discretionary law, enabling the Office of Public Protection (OPP) to hold anyone incommunicado for 40 days; many "detainees" end up in the organ banks or on New Siberia after a secret trial. Even visiting starships may be placed under guard, to prevent their weapons or communicators from being used — and several have been commandeered after their crews were arrested. Starship pilots have since learned not to leave their ships while on Paragon; if their crew doesn't return on time, they leave without them.

Slotskitis vaccine is legally available on Musashi at \$500 a dose (a sample was smuggled off Paragon by Kojiki-Yakuza spies), but hard to buy elsewhere: the same dose could get you \$3,000 on the Paragonian black market, but it could also get you dissected. The vaccine provides immunity for HT/2 years. Many merchant crews who have to land on Paragon also invest in panimmunity, and anyone with disabilities that resemble Slotskitis symptoms — epilepsy, blindness or bad sight, deafness, etc. — should avoid the planet entirely.

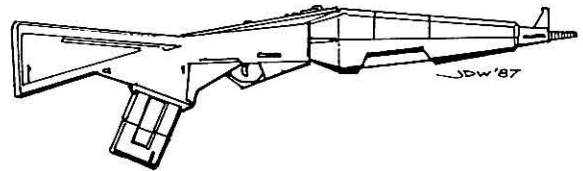
The Paragonian government denies that its people are prisoners, but it only grants exit visas to those in "non-essential jobs" and only after a thorough medical examination. A few weeks after Paragon was quarantined, other worlds stopped accepting Paragonian currency. Consequently, the Paragonian poor can't afford to leave, and the rich can't leave without becoming poor. The government, in a propaganda campaign aimed at re-establishing their currency, has relaxed a few laws. Free speech and peaceful demonstrations are no longer forbidden . . . just tightly controlled (it helps the OPP look for potential troublemakers).

The real threat to the government comes from a cabal within the OPP, which is recruiting and arming rebels on New Siberia for a coup (see p. 110). If the cabal is successful, the rebels will be braintaped, and the braintapes played into supercop clones.

The cloned supercops and supermarines have ST 17, DX 14, IQ 12 and HT 17; the advantages Acute Hearing +1, Acute Vision +1, Attractive Appearance, Combat Reflexes, Immunity to Disease, and Rapid Healing; and the disadvantages Bully, Duty (almost always), Fanaticism, Honesty, No Sense of Humor, Overconfidence and Sadism. Supercops also have Legal Enforcement Powers (15 points); supermarines have G-Experience (trained on the dark side of New Siberia) and Military Rank (2 levels). Supercops wear medium body armor, carry powerholstered electrolasers and neurolash II (skills 16), and can be seen in every hospital, government office, on every street and outside every entrance to Startown.

The wealthy, and ostensibly patriotic, Paragonian elite are suspicious of outsiders: they never volunteer their names, and their homes and land are hidden behind high walls and elaborate, but non-lethal security systems. Being invited home by one is either a great honor or a trap. Common advantages for the elite are Danger Sense, Immunity to Disease, and Wealth; common disadvantages are Bully, Enemies, Fanaticism, Jealousy and Paranoia. Most Paragonian workers are friendlier, particularly if they see a chance of getting off-planet. Common advantages are Common Sense, Danger Sense and Empathy; common disadvantages are Cowardice, Honesty, Intolerance, Pacifism, and Paranoia.

Most prices on Paragon are 10% above normal, except for armor, bionics, weapons and thief/spy equipment (generally unavailable, even on the black market); survival gear, medical care, medical equipment or wonder drugs (25-50% above normal, and all legal vendors are watched by the OPP); and communications/information equipment (20 to 70% over list, requiring a license). Transplants are illegal except for the elite, but there is a flourishing black market, with the price for parts only 60 to 110% normal. Wages on Paragon are normal, struggling jobs easy to find (the poor being worst hit by the plague), and welfare is non-existent.



Adventures on Paragon

Caught in the Crossfire. The PCs are hurrying back to Cassandra Startown before curfew. Through sheer bad timing, they walk through a large, peaceful sit-in just as a regiment of supercops arrives to break it up. A panicky demonstrator fires his stunner, and the cops return fire. The cops are outnumbered by five to one, but most demonstrators will be unarmed (a few may have stunners or holdout lasers). Anyone who surrenders peacefully will have to submit to a search and a night in jail — a problem for anyone carrying weapons or other illegal items. Impulsive, fanatical or berserk PCs may just try to shoot it out.

Showtime! The adventurers are offered \$5,000 each to stage a raid on the clone labs at the Farris Hospital's security wing. They can take whatever they like, but the real purpose is to act as a diversion, drawing guards away from the braintape laboratories. The infiltrators will be given maps, but will have to provide their own weapons, etc. (A mock raid, with dummy weapons, might be just as effective — but the sentence would be the same if they were caught.)

PLANETARY RECORD: Paragon (Phrygion III)

Planet type: Terrestrial
Diameter: 9,030 miles
Gravity: .99 G
Density: 4.8
Composition: Medium-Iron
Axial Tilt: 24°
Seasonal Variation: Earthlike
Length of Day: 19.8 hours
Length of Year: 420.6 days/.95 Earth years

Atmosphere

Pressure: .99 (standard)
Type and Composition: Nitrogen 73%, Oxygen 23%, Neon 2%, others 2%
Climate: Earth-Normal
Temperatures at 30° latitude: Low 58°, Average 79°, High 100°
Surface Water: 62%
Humidity: 46%
Primary Terrain: Hilly

Mineral Resources

Gems/Crystals: Absent
Radioactives: Absent
Industrial Metals: Ample
Organics: Scarce
Rare Minerals: Absent
Heavy Metals: Absent
Light Metals: Ext. plentiful

Moons

2 moons, 1 moonlet (Sapphire, Ruby, Emerald)

Biosphere

Dominant life form: Imported animals
Other significant life forms: Lungfish, wingless insects, flowering plants

Civilization

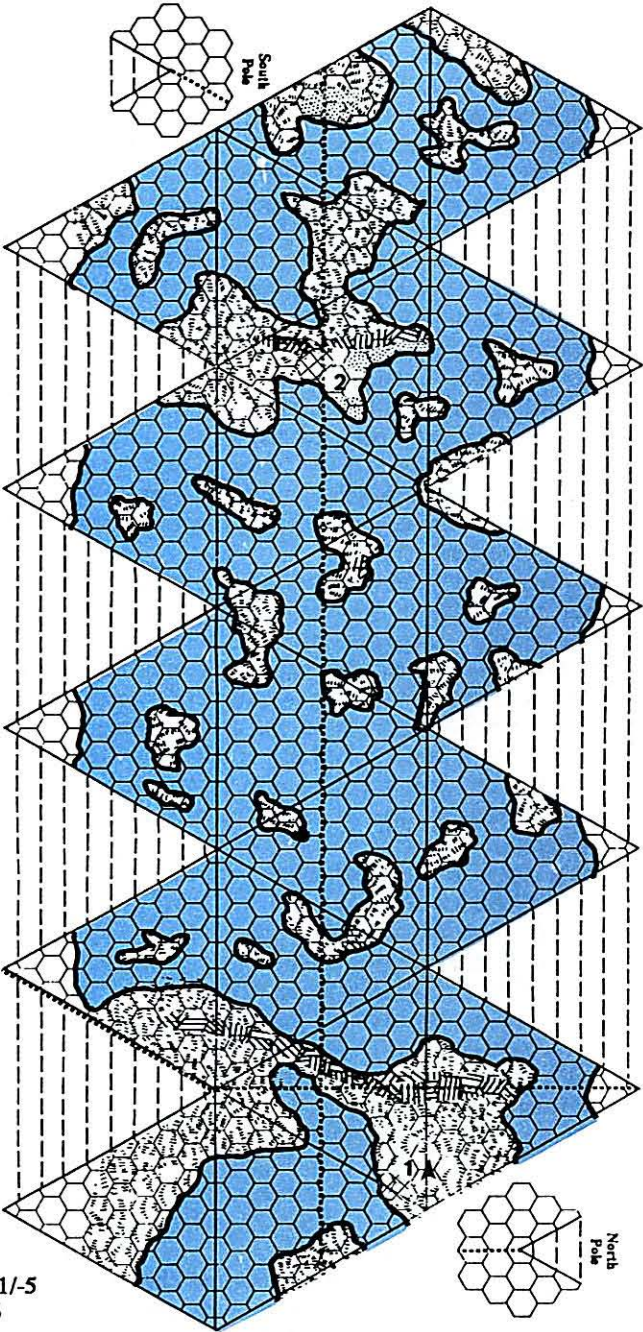
Population(s): 473 million (PR 8)
Tech Level(s): 9/10
Control Rating: 6
Society: Bureaucratic Oligarchy, "State of Emergency" laws still in force
Starports: Class IV at Cassandra
Installations: Naval Base on Emerald (PR 1); Government research station (medical); most installations abandoned during epidemic
Economic/Production: Imports TL10 hardware, luxuries

Other Notes

Map Key: 1. Cassandra 2. Farris

System Information

Star Name: Phrygion
Biozone: 0.8 to 1.2
Type: G1 V
Inner Limit: 0.0
Location: Saga 15/-11/-5
Number of Planets: 6



Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Balrog	.3	Hot Rockball	8,340	2.3	.44	Thin Nitrogen-H ₂ O	No recorded landings
2. Gollum	.65	Hot Rockball	4,040	3.1	.29	Trace reducing	No recorded landings
3. Paragon	1.0	Earthlike	9,030	4.8	.99	Nitrogen-oxygen	Detailed above
4. Saruman	1.7	Gas giant	51,400	1.3	1.53	Hydrogen	Faint ring
5. Sauron	3.1	Gas giant	55,200	.9	1.14	Hydrogen	Spectacular ring
6. —	5.9	Asteroid belt	—	—	—	—	—
7. —	11.5	(empty orbit)	—	—	—	—	—
8. Galadriel	22.7	Gas giant	87,700	1.2	2.41	Hydrogen-helium	Oort ring

Rowen (Bianca III)

When Rowen was first surveyed, it was just another remote planet with Earthlike gravity, a reducing atmosphere, tolerable weather, and enough iridium and palladium to be worth settling. Terraforming plants were left to do their work — but the engineers miscalculated. The plants failed to produce a breathable atmosphere, and also slowed the greenhouse effect, lowering temperatures. A more complex plant, the titwillow tree, was introduced — but titwillows had to be cultivated, requiring labor, and the laborers required special respirators, and Rowen's debt to Shinju-Zaibatsu and Trans-Sol increased. Rowen could barely feed its colonists; imported luxuries were out of the question. Another source of income was needed, so Rowen offered sanctuary — starport facilities, supplies, even diplomatic immunity and letters of marque — to pirates and rebels.

Most Roweni "hire-cops" have lengthy criminal records on other worlds; the Roweni military comprises mercenaries and rebels with too many enemies elsewhere. They provide their own ships, weapons, and armor; a hire-cop may carry anything from a heavy-duty flashlight to an X-ray laser. They are poorly paid, and easy to bribe. The only people not welcome on Roweni are bounty hunters.

Not surprisingly, entertainment on Rowen leans toward the violent and barbaric. Most cities have arenas for gladiator sports, which range from bloody hand-to-hand combats with sword, spears and steel pipes to massive, ruleless games involving hundreds of combatants. Gambling is big business, and an experienced gladiator with a good record can make over \$10 million a year. A few bold holovision networks carry the games, but they are banned on most inhabited planets.

Most arenas have amateur nights where inexperienced gladiators can try their luck with each other. Most of the amateur combats are non-lethal . . . they are supposed to be, anyway. While there is no penalty for killing an opponent in non-lethal combat, it is considered in very bad taste and will earn a negative reaction from the crowd, reducing a combatant's chances of competing in the future.

PCs may want to gamble on the the gladiator games. Gambling skill will be most useful; however, those adventurers with high combat skills should get a bonus to their Gambling roll. If a PC is proficient in the style of combat he is betting on, add 1/5 of his combat skill to his roll.

Synthetic food and sleeper cubes are cheap on Rowen (80% normal), but not much else is available. Reducing respirators with filter attachments sell for \$600, monthly chemical recharges for \$75. Medical care for non-residents is ten times normal cost; most of the medics and scientists have emigrated. The colony surgery specializes in disguises, and the pharmacy is almost empty.

Many Roweni will offer almost any favor or service for passage off-world. Popular destinations are Wisshard, Montgolfier and Hautdesert. A few ingrates will try to hijack the ship *en route*. Poverty is endemic on Rowen, but Honesty is very rare. Other common disadvantages include Alcoholism, Bloodlust, Miserliness and Skinny.

Adventures on Rowen

Diplomatic Iniquity. An obviously wealthy hire-cop offers to make the PCs Roweni Ambassadors to any planet of their choice. The price is \$100,000 each, but it would give the ambassadors diplomatic immunity on one planet or while on their "consular" ship. It could be a confidence trick, or police entrapment, or a genuine offer — GM's choice.

Terror-Forming. Roweni engineers steer a large ice asteroid into a collision course with Rowen, to provide water. The PCs have brought tons of high explosives to shatter the asteroid, and are offered \$1,000/day each to help place the charges. While on the asteroid, Roweni hire-cops hijack the workers' ship, leaving them stranded with only a few hours of air, and whatever they were carrying.

Pirate Discs. Stranded on Rowen, and out of work, the PCs are offered working passage to Alardin with utterly unscrupulous Roweni smugglers. The smugglers detour to Nimuë to drop a probe, and a drunken crewman tells a party member that the captain is selling recordings of Lorelei song. Anyone with a conscience should try to prevent this. The most effective (and profitable) way is to capture the ship. The crew outnumber them three to one, but most of the heavy weapons and armor are locked in the ship's armory . . .



PLANETARY RECORD: Rowen (Bianca III)

Planet type: Earthlike
Diameter: 8,540 miles
Gravity: .96 G
Density: 4.9
Composition: Medium-Iron
Axial Tilt: 18°
Seasonal Variation: Minor
Length of Day: 29.1 hours
Length of Year: 4,307.7 days/14.3 Earth years

Atmosphere

Pressure: 1.15 (standard)
Type and Composition: Nitrogen 65%, Oxygen 17%, CO₂ 11%, CO 4%, others 3%
Climate: Chilly
Temperatures at 30° latitude: Low 18°, Average 36°, High 54°
Surface Water: 34%
Humidity: 43%
Primary Terrain: Steppes

Mineral Resources

Gems/Crystals: Absent
Radioactives: Absent
Industrial Metals: Scarce
Organics: Absent
Rare Minerals: Absent
Heavy Metals: Ample
Light Metals: Ext. plentiful

Moons

1 medium moon, 1 moonlet (Andre and Mandy)

Biosphere

Dominant life form: Titwillow trees, other terraforming plants
Other significant life forms: No native life

Civilization

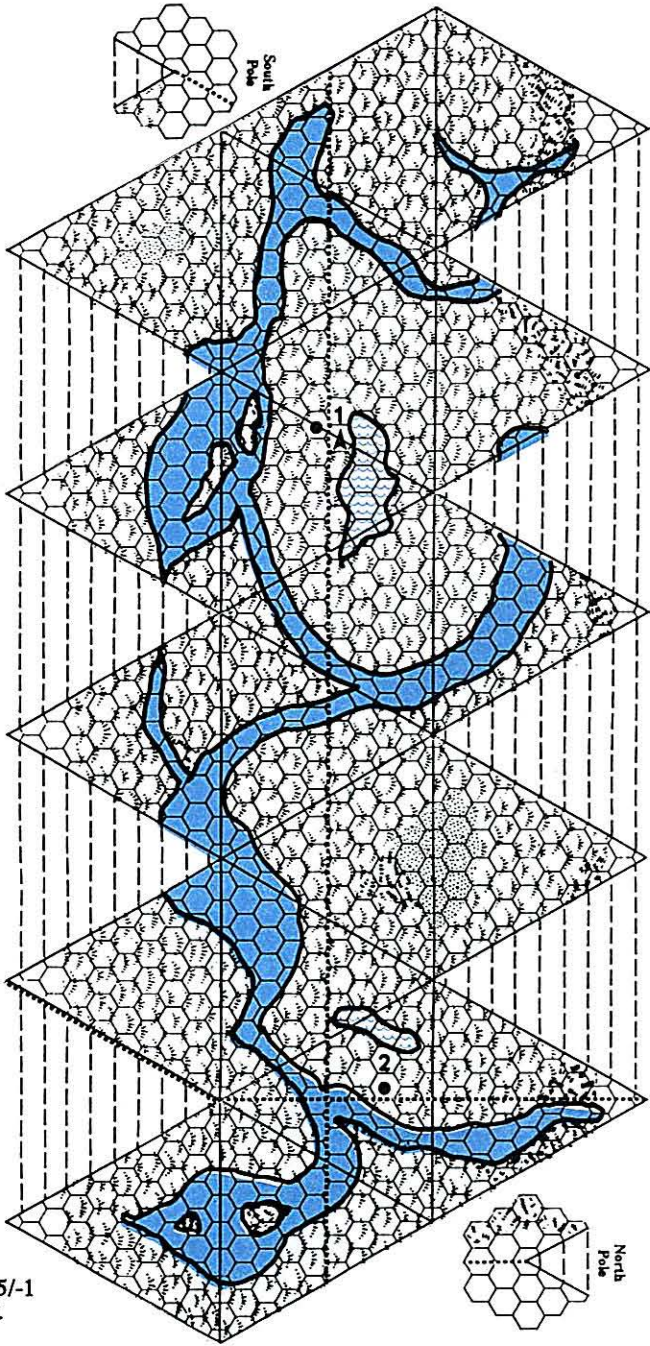
Population(s): 16,600 (PR 4)
Tech Level(s): 7/10
Control Rating: 5/1 *
Society: Socialist Meritocracy
Starports: Class III at Arrowhead
Installations: None
Economic/Production: Exports platinum, imports food

Other Notes

Map Key: 1. Arrowhead 2. Marilyn

System Information

Star Name: Bianca
Biozone: 3.1 to 4.7
Type: A4 V
Inner Limit: 0.0
Location: Saga -5/-15/-1
Number of Planets 4



Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Doré	.6	Hot Rockball	11,360	5.9	1.53	Trace reducing	No recorded landings
2. —	1.0	(empty orbit)	—	—	—	—	—
3. Muench	1.4	Hostile Terr.	10,940	4.0	1.00	Dense nitrides	No recorded landings
4. —	2.2	(empty orbit)	—	—	—	—	—
5. Rowen	3.8	Earthlike	8,540	4.9	.96	Nitrogen-oxygen	Detailed above
6. Reubens	7.0	Gas giant	56,400	1.3	1.68	Hydrogen	—

Tlalocan (Saburac I)



Tlalocan was a reasonably prosperous agricultural world, supplying real food to Fabergé, Hautdesert and Musashi, until a series of apparently random acts of violence escalated into full-blown terrorism, and eventually into an undeclared civil war. No one off-planet knows why, and no one on Tlalocan seems willing to explain it. The government was not particularly oppressive or corrupt (or even well-armed), and they have held onto power in three elections since the attacks began. All the government knows is that the guerrillas, whoever they are, are well-armed.

Some psychologists have theorized that the hostilities on Tlalocan are the result of an endemic behavioral disorder, brought about by some unknown factor — a poisonous pollen, a fungus in the grain, a reaction to the near-constant rain (often compared to the Chinese water torture), etc. Psychological studies of the Tlalocanese reveal that Bad Temper, Overconfidence and Stubbornness are widespread, and Berserk, Bloodlust, Paranoia, Demophobia and Megalomania are unusually common.

Another theory is that the guerrillas are being sponsored by a major arms dealer who hopes to sell more weapons to the Mayastan government (or alternatively, Breusean mercenaries looking for a steady, cushy job). The government has responded by making the import of weapons more difficult and devoting more energy to confiscating illegal arms. Unfortunately, this sparked a backlash; many Tlalocanese feel that their only hope of protecting themselves is to be even better-armed.

Off-worlders may be cautiously approached by rebel operatives, looking for sympathizers whom they think might want to fight for their cause. They seem to have an endless supply of money and make generous offers to anyone who seems interested. Mercenaries who accept these offers will be given a rigorous, week-long crash course in guerrilla tactics and jungle survival (a good way to explain points spent on combat or survival skills).

After the basic training, the soldiers will be sent on any number of missions, ranging from simple food and supply raids to complex infiltration of military bases, which are looted of useful weapons and plans, then destroyed. After successfully completing 15 to 20 missions, mercenaries may even be given command of their own regiment.

The rebels are well-organized and heavily-funded. Any attempts to discern the source of their support, however, is met with either casual disinterest or affrontment and demotion. No off-worlder will ever advance enough to be let in on the identity

of the rebel's sponsors. It could be Goliath Weaponry, the Kojiki-Yakuza or even the Paragonian government. The GM is free to come up with whatever scheme he wishes to explain the guerrillas' funding.

Economy

Oddly, the Tlalocanese civil war has not hurt the riceberg or fish harvests, and Tlalocan is still a major exporter of food — which is why the world has not been embargoed. Real food is still cheap on Tlalocan, and the riceberg sake and algae wines which sell for \$3 a bottle in Mayastan can fetch \$25-\$50 off-world. High-tech items and medical drugs are more expensive, when available; accommodation is cheap in the cities and non-existent elsewhere. Vibroblade knives and machetes are classified as tools, Legality 6, and imported in bulk (cost 10% above normal); the only ranged weapons legally available are very cheap stunners (\$400). Tlalocanese cops are extremely suspicious of off-worlders, and have recently switched from P-guns and monocrys vests to stunning screamers and light body armor.

Adventures on Tlalocan

Have Gun, Will . . . Oops! The PCs land at Mayastan, and have to remain in town for a few days because of a bureaucratic foul-up. While there, one of the visitors has his sidearm stolen. He has few choices — pay a \$50,000 fine and receive a criminal record, find the thief, or buy a replacement on the black market, hoping that the dealer isn't a police spy and that the port officials don't notice the substitution.

House Call. A farmer approaches the adventurers in Mayastan. He needs to return home quickly with medical supplies, after an guerrilla attack on his family. It's a long and dangerous trip by hovercraft or helicopter. He offers to pay \$500 for the two-hour jaunt. He has no criminal record, and carries only a stunner.

The farmer may be genuine, or he may be trying to hijack the party's ship — or maybe the guerrillas are waiting in ambush.

The Things You See . . . A PC sees an old enemy in a Mayastan street — Lecoq, a mercenary and gunrunner wanted for war crimes on Carstairs (\$25,000 reward). He is apparently unarmed, as are his fellow mercenaries, but the cops standing nearby aren't. Lecoq's presence on Tlalocan may be innocent, but it's highly unlikely . . .

PLANETARY RECORD: Tlalocan (Saburac I)

Planet type: Terrestrial
Diameter: 8,950 miles
Gravity: .86 G
Density: 4.2
Composition: Low-Iron
Axial Tilt: 9°
Seasonal Variation: Minor
Length of Day: 40.8 hours
Length of Year: 34.9 days/58.4 Earth days

Atmosphere

Pressure: 1.02 (standard)
Type and Composition: Nitrogen 74%, Oxygen 20%, CO₂ 4%, others 2%
Climate: Earth-normal
Temperatures at 30° latitude: Low 59°, Average 78°, High 97°
Surface Water: 55%
Humidity: 95%
Primary Terrain: Swamp, hills

Mineral Resources

Gems/Crystals: Absent
Radioactives: Absent
Industrial Metals: Absent
Organics: Absent
Rare Minerals: Scarce
Heavy Metals: Absent
Light Metals: Scarce

Moons

None

Biosphere

Dominant life form: Riceberg, an imported grain
Other significant life forms: Native plants, mostly aquatic, and marine microfauna

Civilization

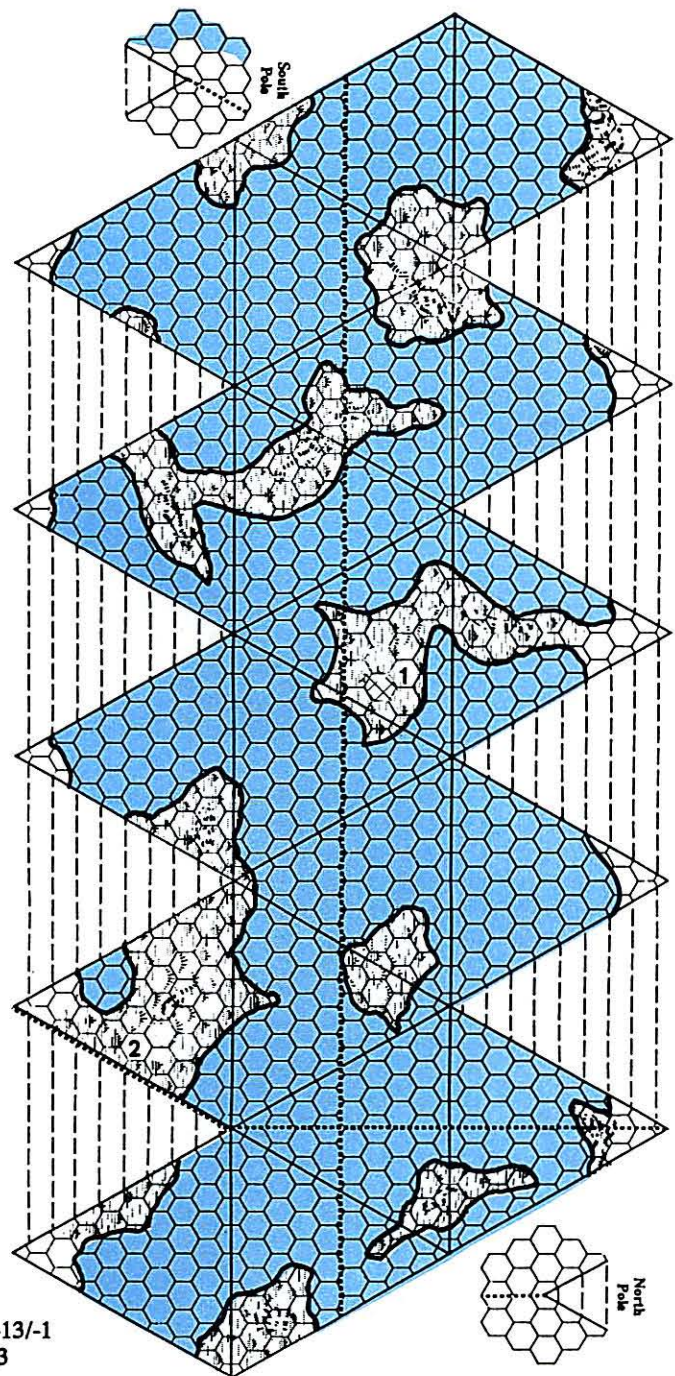
Population(s): 78.4 million (PR 7)
Tech Level(s): 10
Control Rating: 3/0/5*
Society: Factionalized: representative democracy nominally in control
Starports: Class IV Orbital
Installations: Patrol Base (PR 1) at Starport
Economic/Production: Exports food, imports equipment and fuel

Other Notes

Map Key: 1. Mayastan 2. Mount Morgan
* CR 3 in the cities, CR 0 on farms, weapons CR 5 (except vibroblades)

System Information

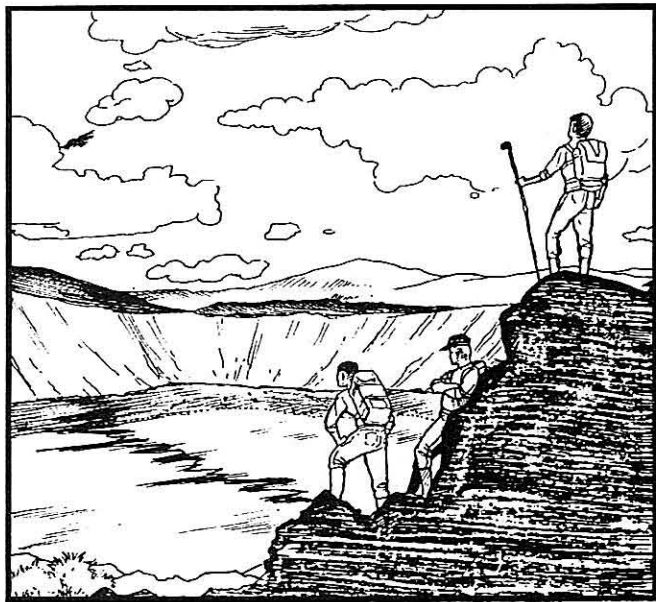
Star Name: Saburac
Biozone: 0.1 to 0.2
Type: M4 V
Inner Limit: 0.0
Location: Saga -15/-13/-1
Number of Planets: 3



Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Tlalocan	.2	Earthlike	8,950	4.2	.86	Nitrogen-Oxygen	Detailed Above
2. —	.6	(empty orbit)	—	—	—	—	—
3. —	1.0	(empty orbit)	—	—	—	—	—
4. Montezuma	1.8	Gas giant	49,600	1.3	1.47	Hydrogen	Has asteroid belt
5. Cortez	3.4	Rockball	5,440	6.3	.78	None	Enormous crater
6. —	6.6	Asteroids	—	—	—	—	—
7. —	13.0	Asteroids	—	—	—	—	—

Veld (Jayne II) — Reserved

Most of Veld is a nature reserve, largely unexplored. The only human settlement is a xeno-ecological research center. The rest of the planet is dominated by huge herds of nukehorns, vast satinleaf forests, and long coral reefs.



Veld's most puzzling feature is the Pit, a huge, glass-bottomed crater set strangely in the center of a large forest. Scientists conjecture that the Pit was formed by some type of nuclear explosion approximately 5 million years ago. However, there is no evidence that the planet — or any other in the Jayne system — was ever inhabited, or even visited by Precursors.

Alexandrianites

The planet's research center is situated on a small island named Strange, and populated largely by Alexandrianites — members of a semi-religious group who consider a person's gender to be strictly private. Alex'ites wear loose clothing with high collars, and the men depilate their faces. Jewelry, make-up and hairstyles are unisex (though often flamboyant). Alex'ites prefer to be known only by their surnames and initials, or choose ambiguous forenames — Andre, Terry, Lee, Jan, etc. In public, they use "shi" and "shir" (pronounced "shy" and "shur") for "he/she" and "his/her/him." In private, Alex'ites are as sexually active as any other individuals (and frequently more so) though they are primarily bisexual. Smaller Alex'ite groups also exist on Fabergé, Musashi and at the Numinor Institute on Wisshard (where many of the ecologists on Veld were trained). Alexandrianism is prohibited by the Paragon government and the Welbefallen Theocracy and is unpopular on Ironsides. Alex'ites tend to be above average in IQ, do not use recreational drugs, and profess self-defense pacifism. Common advantages are Alertness, Common Sense, Eidetic Memory, Empathy, Mathematical Ability and Strong Will; common disadvantages are Social Stigma, Honesty, Pacifism, Shyness and Sense of Duty.

Wildlife

Less pacifistic than the Alex'ites are Veld's natives — the nukehorn, and its only predators, the redjack and the bruxsa.

Saga Sector

Nukehorn

ST: 200+ Move/Dodge: 11/6 Size: 15+
DX: 12 PD/DR: 2/2# Wt.: 4-6 tons
IQ: 3 Damage: 5d+3 imp
HT: 17/50-75 Reach: C
Head has PD 4 and DR 7

The nukehorn resembles a single-horned ceratopsian dinosaur, with a bony frill reaching past the shoulders. Unlike the dinosaur, it has greenish-brown fur and long, thin legs with large hooves. The nukehorn has the bad eyesight and good hearing of the Terran rhino. The male also has the rhino's foul temper, charging anything that comes too close. Its head butt (see p. B85) can wreck an ATV.

Redjack

ST: 15-18 Move/Dodge: 12/7 Size: 2-3
DX: 14 PD/DR: 1/1 Wt.: 100-200 lbs.
IQ: 4 Damage: 1d+3 cut#
HT: 13 Reach: C, 1

A redjack looks a lot like a sleek sloth. However, they have none of the sloth's clumsiness or laziness. They are quick, graceful hunters. Redjacks' right foreclaws are small, but their left arms end in foot-long, sharp-edged lethal hooks. Redjacks can also bite or claw for 1d cutting damage. They hunt in packs of 4 to 8, following the nukehorn herds, and will only attack if provoked.

Bruxsa

ST: 3-5 Move/Dodge: 12/7# Size:
DX: 17 PD/DR: 2/0 Wt.: 10-25 lbs.
IQ: 4 Damage: 1d-3 imp#
HT: 12/3-5 Reach: C

A bruxsa is in most respects the same as a strix (see p. B145). They are blood-sucking birds who poke their barbed beaks into their victim's flesh and suck blood, causing 1 hit of damage every ten seconds until removed. The beaks can be removed harmlessly with a successful Physician or Surgery roll; otherwise, it causes another 1d of damage.

Adventure on Veld

Hunter and Hunted. Armed with nothing more lethal than a paralysis rifle, the PCs are hired to collect cell samples from a nukehorn and a redjack without hurting the animals.

In the depths of the forest, the group stumbles on the ruins of a Precursor settlement. The trouble comes when the explorers discover that they weren't the first to find it. A group of mercenaries and ninja from the Kojiki-Yakuza are following up on a bootlegged scan of the planet. Their presence on Veld is highly illegal. They will do anything to keep their mission a secret . . .

Lions and Tigers and Bears . . . A wealthy merchant from Musashi wants to hunt nukehorn and redjacks on Veld. He wants the excitement of the hunt, but he doesn't want to face any real danger. So he hires the PCs as bodyguards and companions. The trouble is that all hunting is illegal on Veld.

The merchant assures the hirelings that there is no chance of getting caught, and even if they did, the Alexandrianites have no means of restraining them. Once underway, the safari goes well until the tradesman is mauled by a ferocious redjack. The group has to get him to the Alex'ite base if he's going to survive. But once they get him there, they have some explaining to do . . .

PLANETARY RECORD: Veld (Jayne II) — *Reserved*

Planet type: Terrestrial
Diameter: 7,010 miles
Gravity: .82 G
Density: 5.1
Composition: Medium-Iron
Axial Tilt: 12°
Seasonal Variation: Minor
Length of Day: 29.9 hours
Length of Year: 190 days/.52 Earth years

Atmosphere

Pressure: 1.37 (dense)
Type and Composition: Nitrogen 82%, Oxygen 16%, others 2%
Climate: Cool
Temperatures at 30° latitude: Low 39°, Average 62°, High 85°
Surface Water: 55%
Humidity: 15%
Primary Terrain: Plains, forests

Mineral Resources

Gems/Crystals: Ample
Radioactives: Scarce
Industrial Metals: Absent
Organics: Ext. Plentiful

Rare Minerals: Absent
Heavy Metals: Absent
Light Metals: Scarce

Moons

None

Biosphere

Dominant life form: Advanced warm-blooded reptilians
Other significant life forms: Plain, forest and marine ecosystems

Civilization

Population(s): 32,400 (PR 4)
Tech Level(s): 10
Control Rating: 2/5*
Society: Socialist Technocracy
Starports: Class III at Strange
Installations: Nature Preserve, Religious Center (Alex'ite)
Economic/Production: None

Other Notes

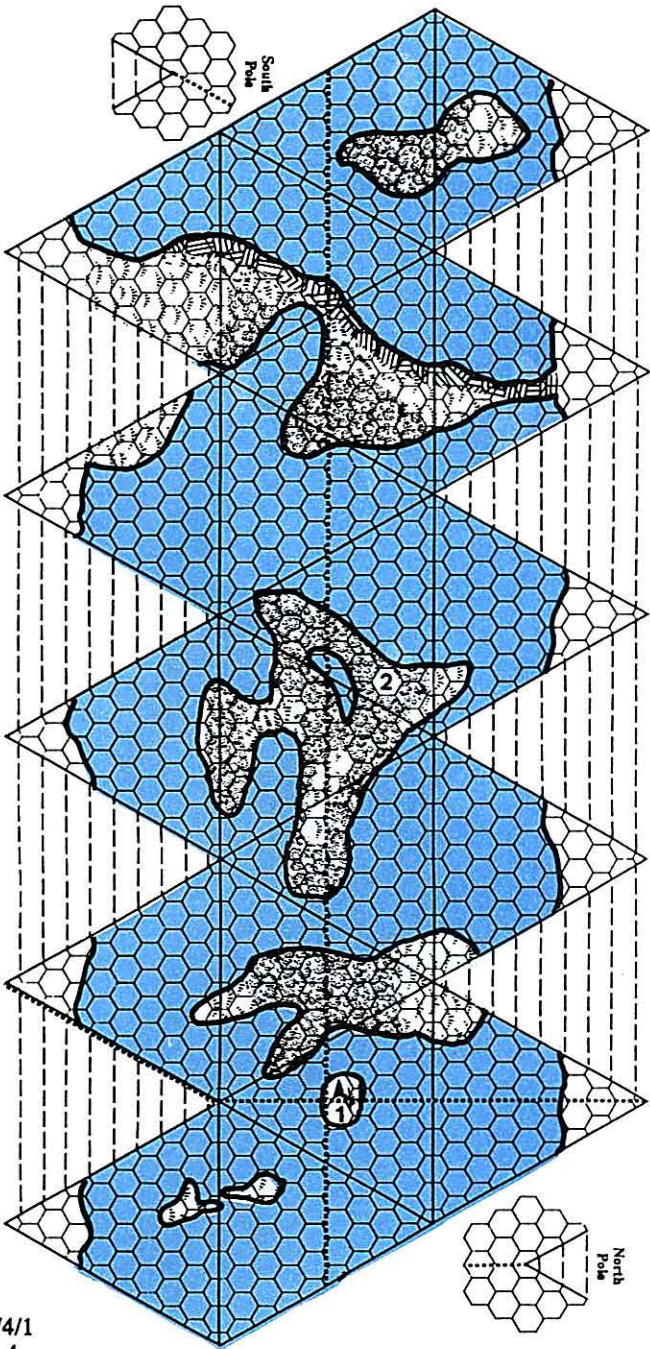
Map Key: 1. Strange. 2. The Pit
* Weapons CR is 5

System Information

Star Name: Jayne
Biozone: 0.5 to 0.8

Type: G4 VI
Inner Limit: 0.0

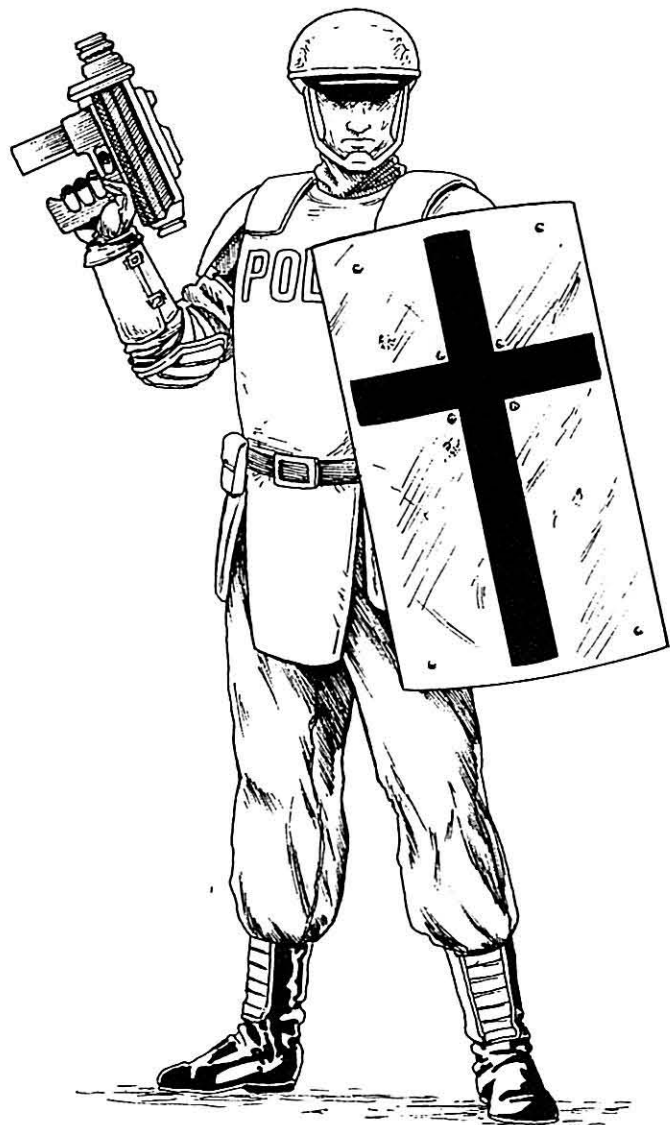
Location: Saga -19/4/1
Number of Planets: 4



Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Tween	.2	Hot Rockball	2,230	6.7	.34	None	Tide-locked
2. Veld	.6	Earthlike	7,010	5.1	.82	Nitrogen-Oxygen	Detailed above
3. Solum	1.0	Gas giant	77,800	1.7	3.03	Hydrogen-helium	Has asteroid belt
4. Lone	1.8	Gas giant	31,100	1.8	1.28	Hydrogen-methane	No moons

Welbefallen (Abednego I)

The colony ship *Lewis*, which settled Welbefallen, was bought as a tax dodge. When the government on Ariadne, the Theocracy's homeworld, threatened to investigate the financial dealings of ASG, Pty. Ltd., the priests decided to flee this "religious persecution" and find a "more perfect world." Welbefallen wasn't quite what they had in mind, but it was partially habitable, and the *Lewis* was sorely in need of repair . . . so Welbefallen was settled.



Few Welbefallenites — seventh-generation light-worlders — are able to stand the high gravity of Covenant or other Earthlike worlds, and few off-worlders wish to visit the planet. Consequently, Welbefallenites are extremely parochial, their technology is backward (TL8), and their laws haven't changed in centuries. Cloning, braintaping and transplants are illegal, and known clones are regarded as soulless and inhuman; suspected clones from off-world have been lynched, burnt at the stake, etc. Suspected psis have suffered the same fate. Recreational drugs (except alcohol), Adders, Analgine, anti-agathics, Gravanol and Suspend are highly illegal. Prices are high, and universal credits are not accepted. Shared accommodation is only available to those with a Welbefallen, Marianis or Covenant marriage li-

cense (most hotel rooms are also bugged). PCs should leave all holos, discs and books on the ship — the censors check everything.

Welbefallen has no actual prisons; the usual punishment for a non-capital offense is a massive fine and temporary slavery. A slave's contract is available to the highest bidder, but owning slaves has its disadvantages: slaves make wonderful spies, and many have bought their freedom by informing on their masters (a few have even been able to buy their former masters).

Most Welbefallenites have the Religious Intolerance, Fanaticism, Honesty, Xenophobia and religious Vow disadvantages, and very few have G-Experience. Welbefallenite cops wear TL8 light body armor, and carry power-holstered Gauss guns and heavy-duty flashlights.

The Theocracy

The ruling government of Welbefallen, Covenant and Marianis is based on Welbefallen . . . in spirit at least. Actually, most of the control lies in the hands of the cardinals and bishops living on Covenant. The church leaders pay lip service to the Welbefallen priests, but they actually find the planet's laws too restrictive and conservative for Covenant. Once the leaders of Covenant can cool the rebellious tensions that have been stirred up by the Whip of God, they plan to wrest control of the Theocracy away from Welbefallen. The soft, light-worlder Welbefallenites should be easy prey. But the Covenant leaders don't know that Goliath Weaponry has been arming the Whip of God and hopes to make a tidy profit from the ensuing conflict.

Adventures on Welbefallen

The First Stone. A PC, arrested for blasphemy and enslaved, suspects that his master is supplying a Whip of God camp on the dark side. To free their friend, the other PCs have to prove this — and hope that the cops they contact don't secretly support the Whip.

A Case of Conscience. The PCs are leaving Welbefallen when they receive a non-FTL Mayday call from the *Maffeo Polo*, a Free Trader that disappeared between Ironsides and Paragon 14 years earlier. The call explains that their power plant was destroyed, stranding them at 14/-7/4: the crew of four is in the freeze tubes, waiting for rescue. There is no other starship near Welbefallen at the time, and the message will not reach another world for 7.8 years.

The ship's owner, Imperial Free Market Corporation, is offering a reward of \$360,000 for its recovery. But IFM is notoriously stingy, except when it comes to hiring lawyers. Their representatives on Covenant will probably pay just enough to cover the party's expenses, and claim that the full reward can only be collected from IFM's head office on Earth.

If the crew were dead, however, the players would be legally entitled to claim salvage — 50% of the current value of the ship and cargo, or \$1.2 million. All they have to do is murder the crew in cold blood (frozen blood, yet). Alternatively, they can simply loot the ship of its cargo and leave it for the next rescue team — or they can try to take the ship, and sell it on the black market. Repairing the fusion plant, life-support, freeze capsules and hull will cost \$770,000 (the ship, without cargo, is worth \$1.8 million). If the players claim salvage rights, IFM will send their best lawyers in to dispute their claim . . . or hire assassins, whatever proves more economical.

PLANETARY RECORD: Welbefallen (Abednego I)

Planet type: Earthlike
Diameter: 12,291 miles
Gravity: .59 G
Density: 2.1
Composition: Silicate
Axial Tilt: 18°
Seasonal Variation: Minor
Length of Day: Tide-locked
Length of Year: .38 Earth years

Atmosphere
Pressure: .96 (standard)
Type and Composition: Nitrogen 77%, Oxygen 17%, Neon 4%, others 2%
Climate: Cool (in twilight zone)
Temperatures at 30° latitude: Low 36°, Average 58°, High 80°
Surface Water: 96%
Humidity: 79%
Primary Terrain: Ocean, barren icecap, few islands

Mineral Resources
Gems/Crystals: Absent
Radioactives: Absent
Industrial Metals: Absent
Organics: Absent
Rare Minerals: Absent
Heavy Metals: Absent
Light Metals: Plentiful

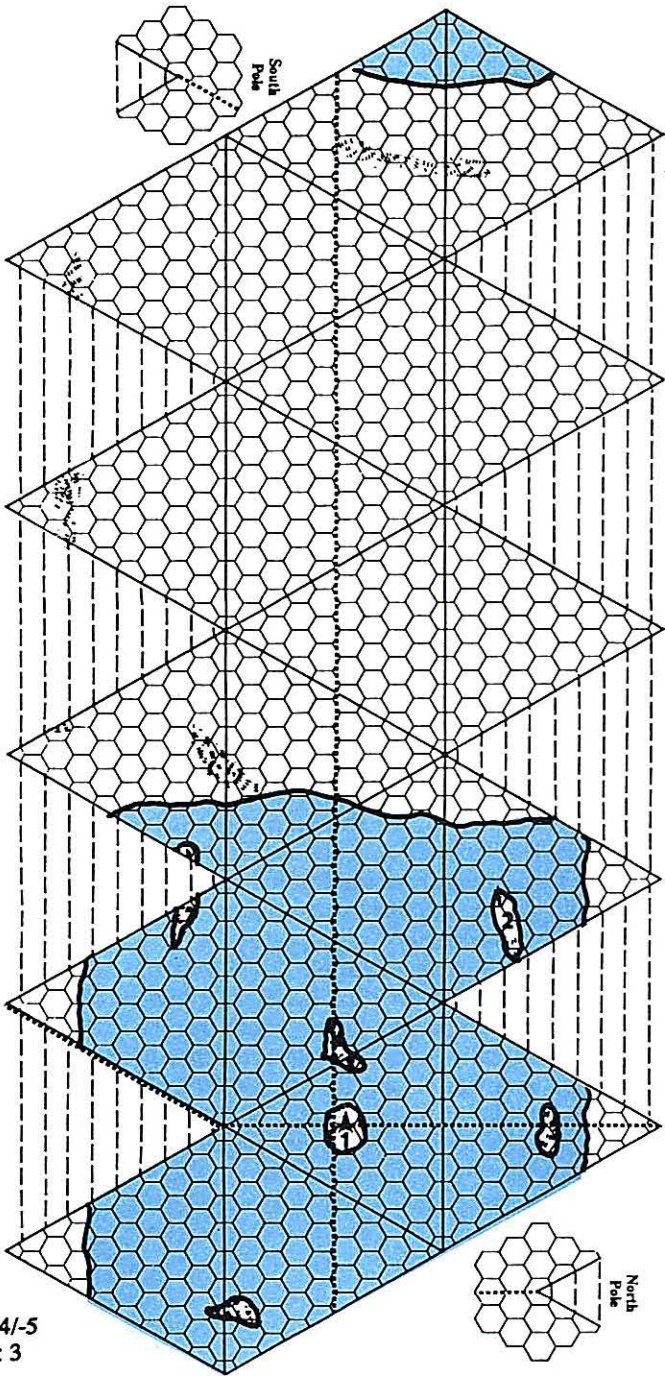
Moons
None

Biosphere
Dominant life form: Protoorganisms
Other significant life forms: None

Civilization
Population(s): 155,520 (PR 5)
Tech Level(s): 8(9)
Control Rating: 5
Society: Theocracy
Starports: Class II at Ararat
Installations: Religious center.
Economic/Production: Subsistence hydroponics; imports equipment from Covenant

Other Notes
Map Key: 1. Ararat. 2. Ephesus.
WARNING — Clones and psionics are forbidden on Welbefallen!

System Information
Star Name: Abednego
Biozone: 0.1 to 0.2
Type: M4 V
Inner Limit: 0.0
Location: Saga 15/4/-5
Number of Planets: 3



Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Welbefallen	.1	Earthlike	12,291	2.1	.59	Nitrogen-Oxygen	Detailed above
2. Mercy	.5	Rockball	1,810	1.4	.06	None	No recorded landings
3. —	.9	Asteroid belt	—	—	—	—	—
4. —	1.7	Asteroid belt	—	—	—	—	—
5. —	3.3	(empty orbit)	—	—	—	—	—
6. Goliath	6.5	Gas giant	51,500	1.5	1.77	Hydrogen-Methane	Spectacular ring
7. —	12.9	Asteroid belt	—	—	—	—	—

Wisshard (Omega Caliburnus I)

Wisshard has a 112-day day, a 179-day year, a 12-hour month, and an axial tilt of 44%. The seasons, naturally, are a little confusing. A typical year in Barrelsport might run like this: Maeve 12 days, Mayday 17 days, Autumn 30 days, Iceburn 9 days, Fall 21 days, Not-and-Live 30 days, Cocytus 5 days, Fimbul 25 days, Thaw 29 days. The next year would be completely different: Mayday 1 day, Maeve 28 days, Halloween 28 days, Autumn 2 days . . . and so on. Because of this, most animals on Wisshard are amphibious, migratory and dependent on infrared, sonar or other senses — they also have some very strange breeding cycles. The humans on Wisshard tend to stick as near the equator as possible; the few who can afford it are also migratory.

Wisshardians tend to be resourceful, with a wry sense of humor — though long periods of confinement can bring out their bad habits. Common advantages are Absolute Timing, Alertness, Bionics, Night Vision, and Strong Will. Common disadvantages are Compulsive Gambling, Lecherousness, Sense of Duty, and Stubbornness. Every Wisshardian who can walk owns a thermosuit; many carry variable laser pistols when outside, and most have a screamer, flamer or laser rifle in the house or hovercraft.

Ptarmigan Hovercraft

This useful craft runs for ten days (including life support) on two E cells. Carries a driver, gunner (in cupola), eight passengers and two tons of cargo. Top speed is 80 mph; acceleration is 5 mph. It has PD 3, DR 12 in all locations except the underside (PD 1, DR 6). It is fitted with a searchlight and tripod flamer in the cupola, flotation tanks, a one-man airlock, an inertial compass and a long-range communicator.

Ptarmigans are manufactured on Ironsides, and the Co-op buys them by the dozen.

There is little manufacturing on Wisshard, and imported goods cost 20-45% above list price; free traders can make a handsome profit importing luxury goods that the Co-op has neglected (particularly holos and entertainment equipment, wines, and fine or very fine weapons). Food is 10% cheaper than normal, accommodation and services 20% more expensive. Wages are usually 25% above normal; vacancies frequently arise for prospectors, hovercraft drivers, laborers, xenobiologists, computer programmers and doctors.

The Wisshard Calendar

Season	Light	Dark
Spring (29 days)	Mayday	Maeve
The Cool (30 days)	Autumn	Halloween
Early Winter (30 days)	Iceburn	Fall
Mid-Winter (30 days)	Midwinter	Not-and-Live
Late Winter (30 days)	Fimbul	Cocytus
The Thaw (30 days)	Thaw	Gehenna

Wisshardian Wildlife

Atlantis

ST: 64-70	Move/Dodge: 6/0	Size: 30-120
DX: 7	PD/DR: 2/6	Weight: 15 to 20 tons
IQ: 5	Damage: 3+1 Crush	Origin: SF
HT: 11/180+	Reach: C	Habitat: SW

Atlanti are browsing feeders, similar to terrestrial baleen whales in many ways (though shaped more like sea-serpents).

Saga Sector

The largest life form on Wisshard, they have large sieve-like mouths for trapping eugleno-plankton and small marine life, and cannot ingest anything much larger than a pencil-stub. They are not dangerous, nor have they any great commercial value, as their meat is tough, greasy and unpleasant tasting. Atlanti are cross-fertilizing hermaphrodites, preferring to live in pods of 5-10.

Sail Whale

ST: 32-35	Move/Dodge: 8/2	Size: 3-12
DX: 10	PD/DR: 1/3	Weight: 1/2 to 10 tons
IQ: 5	Damage: 2+1 Cut	Origin: SF
HT: 9/32+	Reach: C	Habitat: SW

Sail whales resemble Terran mosasaurs with large dorsal fins. They have lungs, not gills, and the young can survive on land if stranded (see *Isaurs*, below). Sail whales have sonar, and acute taste/smell, but their infrared sight is only useful at short range or in very cold water. Sail whales hunt in pods of 2 to 12; males are smaller than females, but otherwise externally indistinguishable from one another. They are intelligent enough not to bother anything bigger than a small hovercraft.

Isaur

ST: 32-35	Move/Dodge: 8/4	Size: 3
DX: 14	PD/DR: 1/2	Weight: 1,300 lbs.
IQ: 5	Damage: 2+1 Cut	Origin: SF
HT: 7/32+	Reach: C, 1	Habitat: A, SW

Few humans have ever seen an isaur and survived to tell the tale. Isaurs are young sail whales who become stranded on shore by Wisshard's erratic tides. They survive on their blubber until their legs are freed for movement. They are gluttonous, liking man-sized prey best of all, and utterly fearless when hungry.

Some isaurs return to the sea in two or three years when they grow to full-size. Others remain on land, only returning to the ocean to mate once every three years. They do not breed on land, and their offspring are sail whales (although some may become isaurs if stranded on land). When in the water, isaurs swim at Speed 8. Young ones often become the prey of mature sail whales.

Isaurs are capable of short bursts of astonishing speed (double Move, costing 20 Fatigue). This generates great internal heat, which the isaur must then radiate away as quickly as possible. They do this by expelling all the water in their stomachs in a burst of steam, directing this at their prey if within range: 2d crushing damage, SS 12, Acc 3, 1/2D 5, Max 8. A thermosuit or vacc suit will protect the victim, but the steam will instantly condense to frost on his visor, temporarily blinding him.

Yuggoth

ST: 2-7	Move/Dodge: 1/0	Size: 1-20
DX:	PD/DR: 0/0 *	Weight: 80-400 lbs.
IQ:	Damage: *	Origin: SF
HT: 4-20	Reach: C	Habitat: A, Sub

Yuggoth are energy-absorbing fungi. They lie dormant in the cold, usually camouflaged by a thin layer of snow (and undetectable by infrared), until some warm being steps in one or rests within 3 yards. Then the yuggoth will try to wrap himself around the heat source: the victim must win a regular Contest of

Strength to escape. Failure for a human-sized victim means that the yuggoth has engulfed him, cutting off his air supply, radio transmissions, visibility, etc. Success means the victim has escaped. Trapped victims take 1 point of damage per turn, and if they have no self-contained air supply, they suffocate (see *Drowning*, p. B91).

Yuggoths have no gross internal structure, and are not harmed by normal physical attacks. A critical hit with a cutting weapon means that the yuggoth has been divided into two smaller yuggoths, both alive. Paralysis, stun and nerve weapons have no effect on yuggoths. Screamer and disruptors do full damage. Other energy attacks (electrolasers, blasters, etc.) may be absorbed as follows: a yuggoth with 8 HT will absorb the first 8 points of damage taken in a turn, take half damage from the next 8, and full damage from anything beyond that. Anyone trapped inside will take half as much damage as the yuggoth, regardless of the weapon used. Yuggoths are largely responsible for the popularity of Screamer weapons on Wisshard.

Adventures on Wisshard

Hell Frozen Over. The PCs arrive at the Wisshard orbital station shortly after a Kraken attack. The Kraken ship either escaped or self-destructed, leaving barely a trace . . . but tapes of the attack show something being thrown clear of the ship during the attack, hitting the atmosphere, and making a safe entry. Computers predict that it landed on or near Kiteland . . . and Kiteland is currently in the grip of Not-and-Live. Partly because of the Wisshard Combine's tax policy, none of the locals want to go looking for it, even for a promised \$5 million reward. Among the possible hazards are animal attacks, white-outs, rival mercenaries, avalanches, and shifting ice . . .

In an avalanche, the driver must make a Driving roll at -5, or the hovercraft will be buried. The flamer may still be able to carve a tunnel for humans, and the radio antennae may be freed

manually, but the hovercraft itself is lost. A survival roll at -2 will keep the victims alive until a rescue, 4d+2 hours later. If party is on foot, treat an avalanche as 12d crushing damage with a Dodge roll to avoid (Danger Sense gives +3 to the Dodge).

At a crevasse, the driver must make a Driving roll at -7 to avoid going in. Hovercraft may be crushed, damaged beyond repair, merely stuck . . . or trapped under the ice and surrounded by curious isaurs . . .

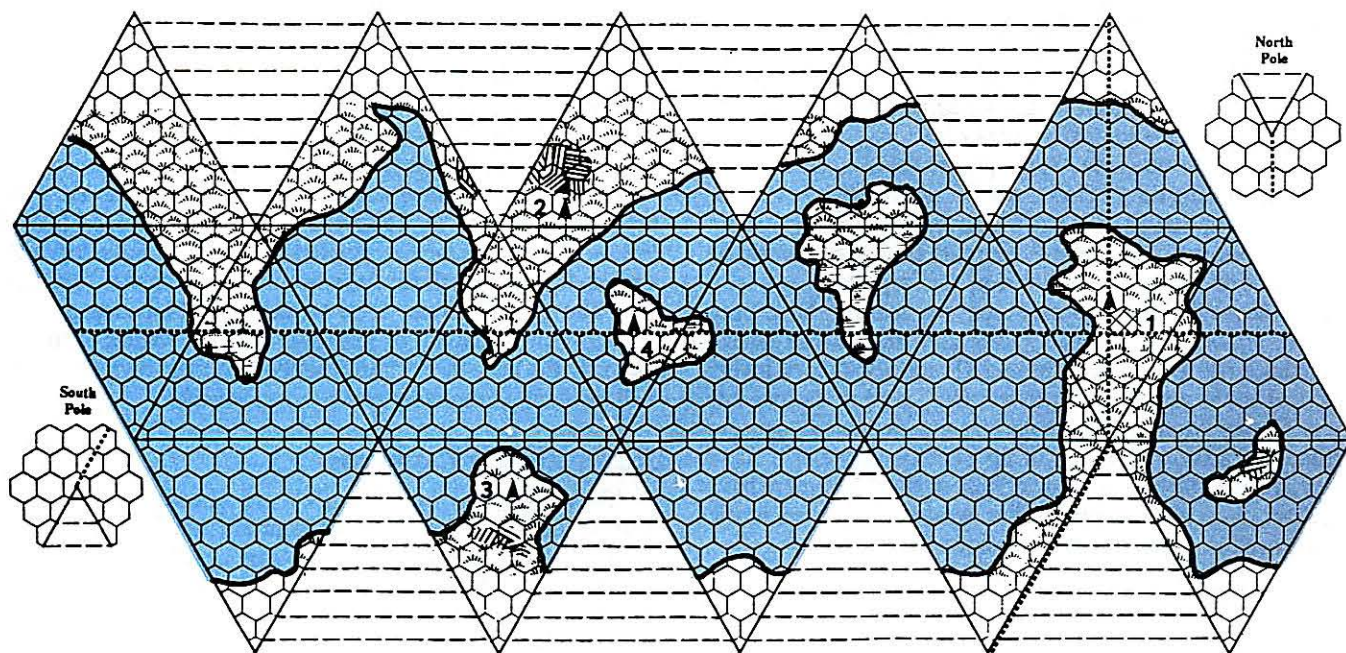
The Horde. Due to a combination of bad weather and low tides, hundreds of young sail whales are beached and become isaurs. A week into Not-and-Live, a pack attacks Barrelsport. Dozens of isaurs swarm onto the landing field, cutting the PCs off from their ship; the adventurers can wait for them to go away, or they can go out and fight the creatures . . .

Night of the Living Dead. A suicidal Wisshardian teenager blunders into a large semi-aware yuggoth, and instead of being consumed, merges with it . . . and then returns home, seeking revenge on his ex-girlfriend.

The Revenant has ST 20, DX 7, IQ 7 and HT 26. It stands 5'8" tall, weighs 480 lbs., is a dirty black color and looks more like an unfinished statue than a human being — though the thermosuit gauntlets, showing at the end of the arms, reveal its true nature. It has 360-degree infrared vision, but no other senses. It has the advantage High Pain Threshold. Its PD/DR vs. paralysis, stun and nerve weapons, and physical attacks, is 4/8. Its PD/DR vs. Energy Weapons is 0/0. Screamers and Disruptors do full damage, and against other energy attacks, the Revenant acts as a yuggoth (see above). Its disadvantages are Berserk, Bloodlust, Gigantism and Stubborn. The only skill it has is Brawling-11.

Note: The human mind cannot be rescued from the yuggoth, but this will not stop the Wisshardians from trying to capture it alive.

PLANETARY RECORD: Wisshard (Omega Caliburus I)



Planet type: Earthlike
Density: 4.7
Seasonal Variation: Severe

Diameter: 9,440 miles
Composition: Medium Iron
Length of Day: 112.4 days

One hex = 661 miles
Gravity: 1.02 G
Axial Tilt: 41°
Length of Year: 1.6 day

Atmosphere

Pressure: 1.10 (standard)

Type and Composition: Nitrogen 69%, Oxygen 20%, CO₂ 6%, Argon 3%, others 2%

Climate: Chilly

Temperatures at 30° latitude: Low -34°, Average 44°, High 54°

Surface Water: 70%

Humidity: 45%

Primary Terrain: Steppe

Mineral Resources

Gems/Crystals: Absent

Rare Minerals: Absent

Radioactives: Absent

Heavy Metals: Absent

Industrial Metals: Scarce

Light Metals: Ext. plentiful

Organics: Ample



Moons

1 medium moon, Squire — thin high-oxygen atmosphere

Biosphere

Dominant life form: Whale-like marine therapsids

Other significant life forms: Fish (mostly cartilaginous) and amphibians

Civilization

Population(s): 42,000 (PR 4)

Tech Level(s): 8(10)

Control Rating: 2

Society: Corporate state, some semi-independent subsidiary corporations

Starports: Class III in orbit; four Class II on planet

Installations: Numinor Institute of Ecology

Economic/Production: Exports metals and fish, imports hardware and luxuries.

Other Notes

Map Key: 1. Numinor 2. Neolithia 3. Barrelsport 4. Virgil

System Information

Star Name: Omega Caliburnus

Type: K5 V

Location: Saga 7/-15/-5

Biozone: 0.5 to 0.6

Inner Limit: 0.0

Number of Planets: 7

Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1. Wisshard	.6	Earthlike	9,440	4.7	1.02	Nitrogen-Oxygen	Detailed above
3. Virginia	1.0	Rockball	10,010	7.0	1.60	None	No landings recorded
4. —	1.4	Asteroid belt	—	—	—	—	—
5. Cassandra	2.2	Gas giant	31,700	.9	.65	Hydrogen-Methane	Faint ring
6. —	3.8	Asteroid belt	—	—	—	—	—
7. Francesca	7.0	Gas giant	74,300	1.1	1.87	Hydrogen-Helium	Has asteroid belt
8. —	13.4	(empty orbit)	—	—	—	—	—
9. Christina	26.2	Gas giant	83,100	.5	.95	Hydrogen-Methane	Spectacular ring
10. Morgana	51.8	Gas giant	77,500	.8	1.42	Hydrogen	Oort ring
11. Olivia	103.0	Gas giant	51,800	1.6	1.89	Hydrogen-Helium	Oort ring

Zephyrus/Zaphyrus (Murder Ia and Ib)

It is widely believed that Zaphyrus and Zephyrus were once parts of one large planet, torn in half by some Precursor device. The two planets are geologically almost identical, and both are slightly flattened on one face. Some planetologists claim this is the result of extreme tidal effects, not the aftermath of catastrophe, and point out that neither world shows signs of ever having borne life — but the idea of the Precursors bisecting a world as an experiment or an act of war is not easily forgotten.

The surfaces of Zaphyrus and Zephyrus seem to have been thoroughly blasted: the rock is glassy and improbably dense, and contains very few useful minerals (Precursor-theory lovers suggest that it has already been thoroughly mined). Below this crust, it seems, even denser materials are clustered, causing variations in the surface gravity of up to .2 G. Because of these irregularities and the often drastic effects of the tides, there have been no attempts to terraform either world, though scientific parties do occasionally visit, leaving none the wiser.

Adventure on Zephyrus

Relics. Dr. Casals, an aging planetologist, has discovered a large bubble beneath the surface of Zephyrus. After drilling into it, he hires the PCs to explore. Within, they discover two Precursor artifacts — the unsalvageable wreck of a force-field generator, and an AI programmed to teleport creatures back to their

world of origin. Unfortunately, the AI transports the explorers back to the time when the Precursors last surveyed the Earth, and then exhausts its power (and drains the batteries of any devices the time-travelers are carrying).

When another power source enters the cave, the AI will return the explorers to Zephyrus in exactly the condition they left — but the characters won't know that. It may leave them stranded on old Earth for days or months, or move them irregularly along the timeline: a few weeks in the Pleistocene, an hour in 14th-century Japan, or whatever the GM wishes to inflict on them. In the process of returning them to their own time, the AI will burn out completely and be unsalvageable.

Adventure on Zaphyrus

'Twixt Cup and Lip. The PCs are hired to collect mineral samples on Zaphyrus. They accidentally discover a place where the quakes and changing heat have reduced the hard crust to a thin layer — which breaks beneath the wheels of their ATV. Trapped at the bottom of a deep crater, their air slowly leaks away. They have no radio contact unless the mothership passes directly overhead — or someone manages to climb up the walls and across the underside of the broken roof. Meanwhile, they might discover that Zaphyrus isn't actually uninhabited . . .

PLANETARY RECORD: Zephyrus/Zaphyrus (Murder Ia and Ib)

Planet type: Hostile Terrestrial
Diameter: Zephyrus 13,246 miles, Zaphyrus 11,063 miles
Gravity: Zephyrus .91 G, Zaphyrus .76 G
Density: 3.0
Composition: Silicate
Axial Tilt: 38°
Seasonal Variation: Major
Length of Day: Both tide-locked
Length of Year: 179 Earth days

Atmosphere
Pressure: .14 on Zephyrus, .11 on Zaphyrus (very thin)
Type and Composition: Reducing — CO₂ 77%, HS 11%, others 2%
Climate: Very Cold
Temperatures at 30° latitude: Low -42°, Average -6°, High 78°
Surface Water: 0%
Humidity: 0%
Primary Terrain: Barren/rough

System Information

Star Name: Murder Type: K8 V Location: Saga -13/-3/1
Biozone: 0.5 to 0.5 Inner Limit: 0.0 Number of Planets: 3

Mineral Resources

Gems/Crystals: Scarce
Radioactives: Absent
Industrial Metals: Absent
Organics: Ample

Rare Minerals: Scarce
Heavy Metals: Scarce
Light Metals: Scarce

Moons

None

Biosphere

Dominant life form: None
Other significant life forms: None

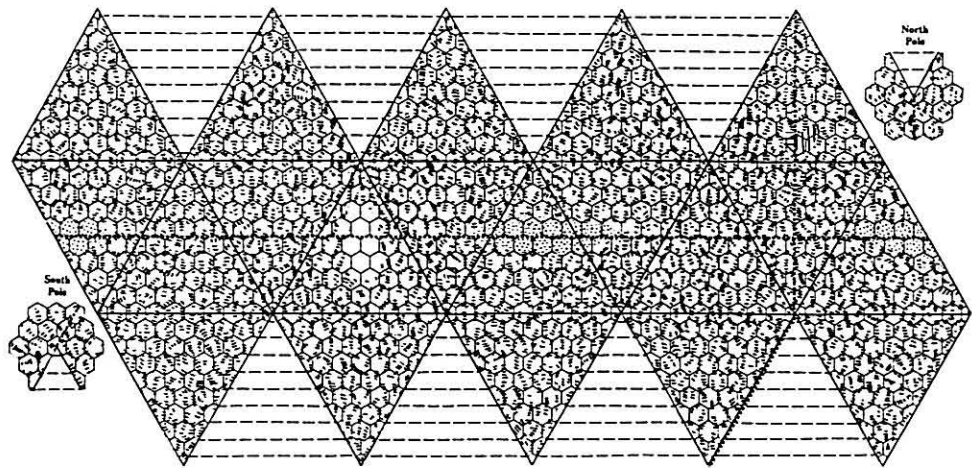
Civilization

None

Other Notes

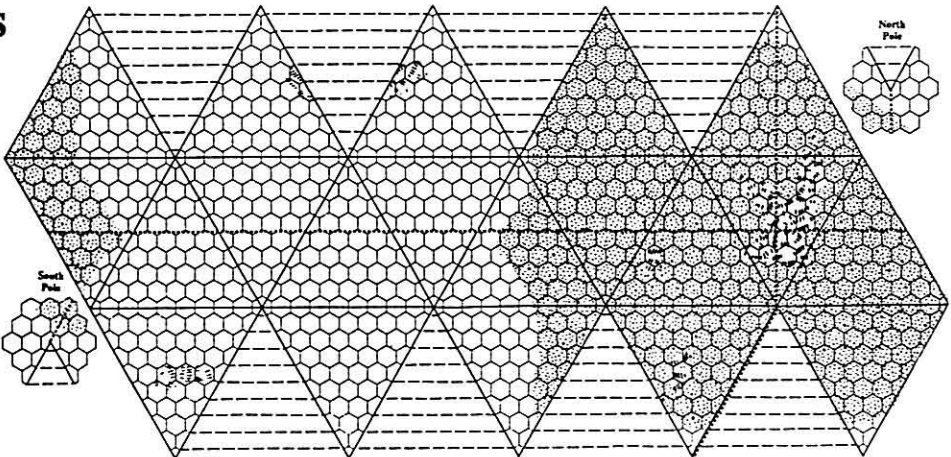
Double planets

Planet	Distance	Type	Diameter	Density	Gravity	Atmosphere	Notes
1a. Zephyrus	.6	Hostile Terr.	5,930	6.7	.91	Reducing	Detailed above
1b. Zaphyrus	.6	Hostile Terr.	4,810	6.7	.76	Reducing	Detailed above
2. —	1.0	(empty orbit)	—	—	—	—	—
3. Julius	1.4	Gas giant	73,900	1.8	3.05	Hydrogen	Gas giant as moon



One hex = 927 miles

Zaphyrus



One hex = 774 miles

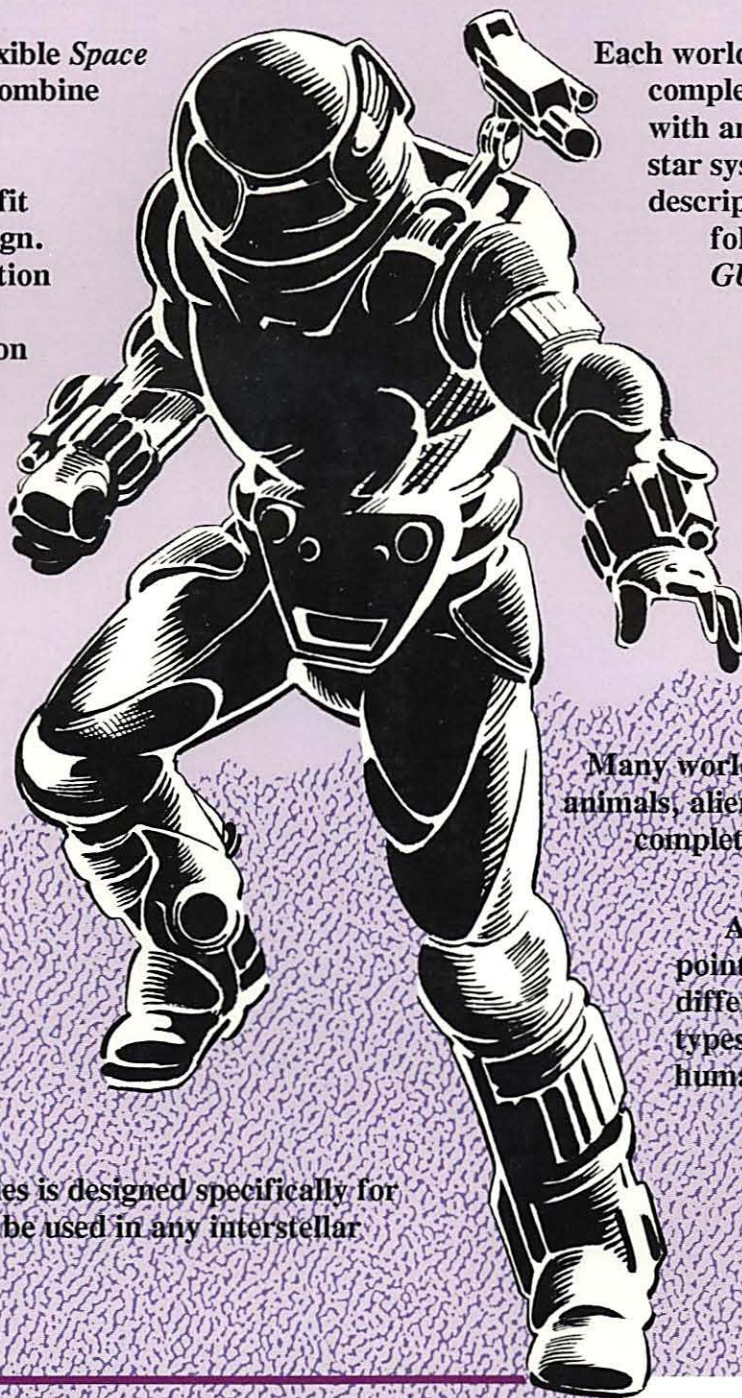
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CHAOS AT THE GALAXY'S EDGE!

This double-sized *Space Atlas* is your guide to two of the worst neighborhoods in the galaxy — the divided Phoenix Sector and the chaotic Saga Sector. Forty-nine systems are presented with detailed descriptions of planets, a populated asteroid belt and the mysterious Phoenix Nebula.

This is the most flexible *Space Atlas* so far. You can combine the sectors, use them separately or choose individual worlds and fit them into your campaign. Each sector's introduction includes historical and background information to fit them into any campaign type — Anarchy, Federation, Corporate State or Empire. Also included are suggestions for combining the two sectors and using them as allies . . . or enemies!



Each world description includes a complete Planetary Record Sheet with an overview of the whole star system and a detailed description of the planet itself, following the format of *GURPS Space*. Each description includes a two-color planetary map, atmospheric and ecological data, population, government and much more.

Many world descriptions contain new animals, aliens and vehicles — all with complete game statistics.

Also included are character point costs for playing four different alien races and three types of genetically modified humans.

The *Space Atlas* series is designed specifically for *GURPS Space*, but can be used in any interstellar roleplaying game.

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